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Polyhedron™

NEWSZINE

RPGA NETWORK

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Invitational Game Master Contest

Win Fame And Prizes In the Network's Annual Event

The RPGA™ Network is proud to once again sponsor the Invitational Game Master Contest to determine the best designers among all entrants. **The contest is open only to RPGA Network members.** You do not have to attend the Game Fair to compete.

Each contestant must design a mini-adventure with six encounters that displays their flexibility and creativity as a Game Master.

Design Rules

* Only RPGA Network members can compete. Include your Network membership number on your entry form or indicate if you have just joined.

* A completed and signed entry form must accompany each submission.

* Entries must be typed. Computer printouts are acceptable if they can be easily read. Each submission should be double-spaced and should have one-inch margins on both sides, the top, and the bottom. The author's name and page number should appear on each page.

* Each submission should come with two copies to aid judge reviews. Photocopies are acceptable if they are legible.

* Each submission must include six encounters. Of those, one must be non-hostile, where the player characters negotiate; one must be a trap or dilemma; two must include a battle; one must include an obstacle to be overcome; the sixth is left to your discretion.

Each encounter must not exceed four typed pages.

Contest Entries

You can enter as many times as you like.

All contest entries may be used by the RPGA Network as tournaments without compensation to the authors for up to two years from the date of initial use. The Network reserves the right to edit all submissions before use. No other use of the materials and no extension of the period of use shall be made without an agreement between the authors of the submission and TSR and the RPGA Network—and/or the company holding the copyright on the game on which the materials are based.

Submitting characters for your tournament is optional, but welcome.

Design Categories

Your submissions must be for one of the following game systems: AD&D® 2nd Edition game, D&D® game, MARVEL SUPER HEROES game, GAMMA WORLD® game from TSR, Inc.; Paranoia, Star Wars, and Torg from West End Games; Twilight 2000 and Dark Conspiracy from GDW; and Shadowrun from FASA.

In all submissions specify the level of characters for which the adventure is intended.

Judging Criteria

1. Adherence to game rules.

2. Good manuscript presentation, including accurate grammar, punctuation, spelling, etc.

3. Descriptive ability — the skill to weave an image and mood throughout the presentation.

4. Originality—this includes innovation in the use of existing creatures and items. This also includes the use of creatures and items which you create.

5. Fun. Is your scenario enjoyable? Would people playing this have a good time? This does not mean that you need to present a comic adventure. Even a frightening horror adventure can be fun to play.

Prizes

Grand Prize: $100 gift certificate from TSR, Inc., one-year subscription to DRAGON® Magazine, one-year renewal to the RPGA Network.

First Prize: $50 gift certificate from TSR, one-year subscription to DRAGON® Magazine, one-year renewal to the RPGA Network.

Second Prize: $25 gift certificate from TSR, one-year subscription to DRAGON Magazine, one-year renewal to the RPGA Network.

Third Prize: $10 gift certificate from TSR, one-year subscription to DUNGEON® Adventures, one-year renewal to the RPGA Network.

We reserve the right to award prizes for honorable mentions.

1992 RPGA™ Network Invitational Game Masters Contest

OFFICIAL ENTRY FORM

This form or a copy of it must be completed, signed, and returned with each entry. The entrant warrants to TSR, Inc. that all submissions are original and do not infringe upon the rights of third parties.

STATEMENT OF ENTRY AND AGREEMENT: I hereby enter the work described below in the 1992 RPGA Network Invitational Game Master Contest. I agree to the terms and conditions of this contract as set forth in the rules and this Official Entry Form.

Title Of Entry

Name Of Entrant

Signature of Entrant

Signature of Parent/Guardian (if entrant is under age 18)

Network Membership No.

Street Address

City, State/Province

Country, ZIP Code/Postal Code

About the Cover

What does a deity's avatar look like? Like anything the deity wants it to! As vividly illustrated here by James Holloway.

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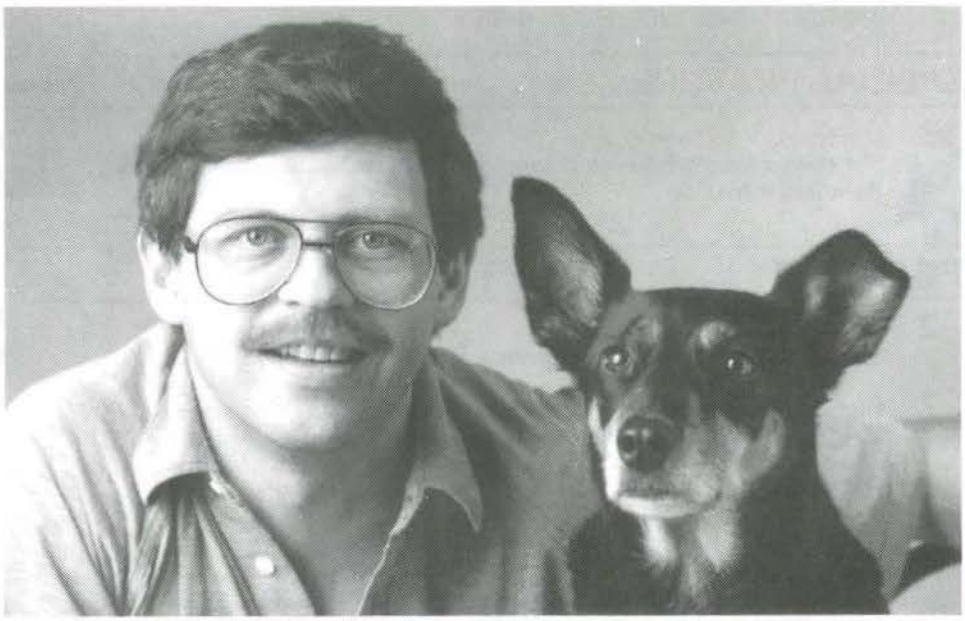
Notes From HQ

Reaping The Benefits At The Game Fair



The RPGA™ Network has two benefit tournaments at the Silver Anniversary of the Game Fair, set for August 20-23 at MECCA in Milwaukee.

Proceeds from our traditional AD&D® Benefit Event will again go to the Children's Hospital of Wisconsin.

This year's AD&D Benefit Event is "One On Every Planet," a SPELLJAMMER™ adventure by veteran tournament author Tom Prusa. A special prize is attached to the event. The highest-scoring player who wins his or her round of the AD&D Feature Tournament **and** his or her session of "One On Every Planet" will win one copy of everything TSR publishes between September 1, 1992 and August 31, 1993.

"One On Every Planet" is a delightful escapade you shouldn't miss. We recommend Network members pre-register for this benefit. Last year's AD&D Benefit Event sold out in pre-registration.

The Fluffy Benefit

Because it is Fluffy's 10th birthday, we're celebrating by making the Fluffy AD&D Event—"Fluffy Takes The Cake"—a benefit tournament, too. Yes, I know we've already announced this, but I have to give it another plug—I've read the tournament, and it's great!

Proceeds from "Fluffy Takes The Cake" will go to the Okada Hearing Guide Dog Program based in Fontana, WI. Okada received the proceeds from a benefit event at the 1990 Game Fair.

Attendees at that convention should remember Randy Moering and his guide dog, Kim. Randy and Kim accepted the donation on behalf of Okada. Randy, who is deaf and communicates with Kim via sign language, explained the importance of hearing guide dogs to the Game Fair audience.

Several months ago Kim saved Randy's life. Here's an excerpt from a release provided by Okada:

Moering, a Delavan resident and a student at Gallaudet College for the hearing impaired in Washington, D.C., says Kim's quick reaction during an emergency is the reason he's alive today.

Okada trained Kim to alert Moering to various sounds: a ringing doorbell or telephone, for example, or people calling her master's name.

Kim demonstrated the close bond between she and Moering when a branch plummeted toward her master during one of their walks.

"Kim gave a sudden jerk on the leash that caused me to lose balance and stumble backwards," Moering recalled. "Then shock waves shook my feet. There, in the very spot where I'd been walking, lay a long, thick tree limb.

"I looked up. Among the leaves I could see a man with a chainsaw grinding through another branch," he continued. "The hair on my neck stood straight up when I looked back at the large limb that was partially embedded in the ground."

Kim, a 6-year-old mixed breed dog, was recognized as the 1991 National Hearing Dog of the Year because of the incident.

It costs between $1,500 to $4,000 to train, board and care for each hearing dog. Okada also trains dogs to work with physically-impaired people, nursing home residents, and alzheimer victims.

Playing The Benefits

The Network staff hopes you will support these two fine organizations by participating in the benefit tournaments at the Game Fair.

The cost for entering each Game Fair benefit is $5. The fee is higher than a standard one-round tournament. However, we believe you will get your money's worth from the fun you will have. Costs of benefit tournaments at other conventions vary. The donations are tax deductible.

The Network favors benefit events—they give gamers a chance to do good while having a good time.

All members who participate in "One On Every Planet," "Fluffy Takes The Cake," or other Network-sanctioned charity events throughout the country receive Double Standard Experience Points.

Contest Winners

Congratulations go to the winners of our MegaTraveller Gizmo Contest.

Gary Watkins of Colorado captured First Place with his Handheld Cutting Laser—and Third Place with a Prospecting Tool Set.

Nathan Byers claimed Second Place with his devastating Oxygen Bomb.

Take Care,
Jean ❑

Letters

Game Masters Deserve Prizes, Too

I would like to begin by saying that I love your magazine. I think you guys do a great job. I spend a good portion of the month poring over the POLYHEDRON® Newszine.

I have never contributed a letter to your publication until now. This letter was spurred on after reading "Notes From HQ" in the January issue. In this column you mention all of the neat prizes that the players will be receiving at the Game Fair this year. I think this is a great idea. However, this started me thinking.

I am a Game Master and plan on spending about 50% of my time at the Game Fair running RPGA™ Network events (the other 50% will be spent running my own tournament). My observation is this: Players play and are scored by the other players (and the GM). From these scores winners are determined. However, GMs are also scored by their players. Why can't the GMs be given awards and/or recognition for their fine efforts! I realize that they get the standard certificate of appreciation (redeemable at any booth in the exhibit hall), but let's go further.

I am the role playing tournament coordinator for the ConWest convention here in New Mexico. At our awards ceremony, we award the highest-rated GM with a prize (just like the winning players). This has been a great morale lifter for the GMs (giving them some time in the spotlight—in front of more than just six people). In addition, the players have enjoyed seeing who the top-rated GM is.

I think that good GMs are the backbone of any gaming convention! Perhaps it is time to start openly acclaiming the excellent efforts put forth by some of the GMs in the Network.

John W. Curtiss III
President of WARP/G
Los Alamos, NM

I wish to register a vote of dismay at the seeming lack of prize-winning competitions for Network judges at the Game Fair.

The men and women who live behind the yellow badges represent the Network in every tournament the Network offers, and without them the entire effort would fail miserably. It is a tribute to them that every year the show keeps rolling.

But it seems to me that there is an inequity in the way Network competitions are offered at the GEN CON® Game Fair. For example, last year the Network offered a trip to the European GEN CON® Game Fair to the overall winner of the AD&D® Feature and Benefit tournaments. Network HQ is within its rights to commit the resources of the Network to such a prize, but in so doing it did not offer a comparable one to those who, by definition, were not able to compete—the judges of the events.

This year, too, I am aware of no competition being offered for judges. The GAMMA WORLD® game tournament, of which I am the coordinator (Jean's *Charm Member* spell strikes again!), carries with it a prize of a subscription to AMAZING® Stories, which I think is appropriate. But I am aware of no such offering for the best judge of the event, or for the best judges of any of the 25 scheduled events.

I know that prizes for players are an important part of getting people to participate in Network events. That is one of the reasons they play. But I wonder if more people would volunteer to judge if there were similar competitions for them, as well.

It is fairly easy to find the winner of an event by looking for the highest score. In a competition for judges, where they often run an event more than once, the tournament coordinators could use the highest average score as given by voting players. This approach would even out inequities of having judges who run an event a different number of times. That way a judge who ran last year's Benefit three times would have as good a chance of winning the contest as I, who ran it five times.

Soap box off for now. Have a great year, gang. You deserve it.

Aaron Goldblatt
Fort Worth, Texas

Well, Aaron and John, you've opened up a proverbial can of purple worms. Let's take the next several paragraphs to examine why the Network hasn't been awarding judge prizes lately.

In the past we tried. For example, at GEN CON® Game Fair 1990, we intended to award swords to the highest-scoring DMs. When the HQ staff began poring through the scores and DMs comments, we quickly determined it wasn't going to be a good idea because the DM score can't be treated the same way as a player's score. The players are competing against each other. The DM doesn't compete with anyone when he is running an event, and there are many factors that affect a DM score that don't apply to player scores. Consider

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these things: No matter how good the session is, everybody at the table votes for the four best players in the game, this means one player always comes out on top, and the winner can rack up a big score even if the session didn't go well. On the other hand, the players are free to sock even a great DM with low scores if the room is too noisy, they're angry at the convention staff, or even if they just don't feel like giving anybody a good rating.

Not learning our lesson at that Game Fair, we decided to give away DM awards at WINTER FANTASY™ 1991. Two hand-crafted prizes were provided by two of our dealers. Although we gave out the awards, we again discovered that DM scores are not such a fair thing to use in a competition.

We found that some of the highest-scoring GMs ran the fewest number of times—perhaps they scored well because they got more sleep.

Judge scores tended to be considerably higher in the Masters and Grand Masters events, putting judges who ran only Feature level games at a disadvantage.

Also, there were specific players who were consistently voting judges low—no matter how much effort the judges put into the session. Our event coordinators gave these players to the veterans so rookie judges would not be discouraged by the low marks.

To top it off, the judge we awarded the top prize to came to us after the awards ceremony and said, "Don't do this again, guys. It's not a good idea."

This reply is getting long winded, but let's consider a few other points. At an ORIGINS Convention in Baltimore five years ago two judges (truly excellent judges) decided they were not going to run the Feature event because it was too much hack-n-slash. They said they wouldn't get good enough DM scores out of the event, and at that particular convention they had this personal contest running to see which of them could pull in the higher ratings. HQ's opinion of those judges dropped several notches during the scramble to recruit two more judges to help run the event.

Throw in a DM prize. Will we have more judges picking and choosing which tournaments to run so they can get the better scores? Will we have Masters and Grand Masters judges only wanting to run those events because they tend to yield higher scores? Will we have DMs backing out of events after they've netted a few high scores—running more could jeopardize their average. Will judges let the players run away with scenarios to keep them happy and therefore more inclined to rate the judge higher?

HQ doesn't know exactly how everything would filter down. But we do know that some conventions that tried to give away DM prizes gave up.

ConnCon in Danbury Connecticut recognizes DMs based on how many years they have been running events at the convention.

In Australia, Regional Director Wes Nicholson pulls together piles of game materials and has a DM drawing. A DM puts his name in the hat each time he runs an event. The DMs like that system.

We'll do something special again for DMs this year at the Game Fair. But we're not planning on a "Top-DM" prize.

There are ways DMs can compete for the big player prizes this year. For example, the top player from the Feature and Benefit tournaments will win one copy of every new product TSR, Inc. produces from September 1, 1992 to August 31, 1993. The top player from the Special wins one copy of every new game S.S.I. puts out within that same time frame. And, the top player in the AD&D® game Renegade Rats wins a special prize from Ral Partha. A DM could elect to run one or two of those events and compete in the other. Just decide which prize you want to go after, and sign up to play that event rather than run it.

At Network HQ, we've learned that most of our DMs run games because they enjoy it. Further, at GEN CON® Game Fair Network judges do not pay to get into the convention, and they get a gift certificate for each round they run. Players who do not DM at least three sessions must pay to get into the convention—and they have to pay to play in each event.

Network HQ would like to hear from some of our DMs on the subject.

Youth And Logic Puzzles

Hello, I'm writing this from the Irish Institute for Mentally Deficient Gamers—my computer desk.

As some of you know, there is a big debate going on in the DRAGON® Magazine on the subject of young gamers. The score is now about 22:0 for better treatment of young gamers. By young gamers, I mean people under age 15 (this includes myself—14). These gamers are often subject to rudeness from older gamers. This is a disgrace. Actually, there are advantages to having youngsters at the gaming table, as they tend not to become arrogant or drunk.

As people have said, these young gamers are the hobby's future. If they waste hard-earned cash on RPGs and then discover that none of the local campaigns will give them a chance, because of their age, they will give up on RPGs. While the Network and the Network staff treat young gamers very well (I became a member at age 10), most Network clubs do not accept members until they are between the ages of 14 to 18. While I see the point in such a limit, I see no reason why they cannot have a section for younger members. As the young members grow older, they could become full members of the club. It is an excellent idea, especially if your club is in need of members.

I invite all those who wish to, to write me on the subject. If you want a reply, enclose an international reply coupon.

Now, on a less serious note, to my next topic—the Newszine. Isn't everyone sick of those stupid logic puzzles which keep getting published? Okay, you're not. But I am.

Robert Cannon
Dublin, Ireland

Thanks for the letter, Robert. Young people need to be accepted into gaming organizations. The future of gaming, much as the future of everything else, rests in the hands of young people.

HQ staffers have been members of gaming clubs that welcomed young people. Many years ago a club in Quincy, IL had quite a young contingent—and a good Game Master, Terri Solter, always ran scenarios for them. Terri is now president of the Tri-State Area Gamers Association in La Grange, MO. A large club in Indiana limits its membership with an age minimum for fear it will become a sitting service. However, the club has several young members who attend meetings with their older friends.

At GEN CON® Game Fair and other conventions throughout the country there is an increasing number of young people attending. HQ thinks this is great. Is it time to start offering a tournament division for players 16 and under? What do you think?

As for logic puzzles, we don't have any more in our submissions files. Although we understand many of our readers are fond of them. We have crossword puzzles, however. One appears in this issue.

Members wishing to reply to Robert should send their letters to Network HQ. We will forward all replies. ❑

Highlander

Winning Encounters For Your Campaigns

The contest involving issue #62's Highlander cover challenged members to detail the tartan-clad, battle-scarred character and explain what he was up to. The winners were:

First Place: *The Drunken Giff,* a SPELLJAMMER™ adventure by Timothy D. Minniear, Battle Creek, MI

Second Place: *Brigadoon: You Can Take the Scot out of Scotland,* a MARVEL SUPER HEROES scenario by Don Bassingthwaite, Hamilton, Ontario, Canada

Third Place: *The Pirates of the Crimson Tide,* a SPELLJAMMER adventure by Dean B. Lynch, Rehoboth, DE

For your gaming enjoyment, we present the top pair of entries.

The Drunken Giff

Setting: Any Wildspace
Party Levels: 57 (average 7)
Ship: 25-30 tons
Monster XP: 8,000
Kill: 16,000, Defeat: 8,000, Retreat: 4,000
Adventure Goal X.P. (Negotiate with Drake and defeat the neogi): 8,000

SetUp

* The PCs are spending time in one of the ports of wildspace, recovering from the rigors of space travel or just looking for some peace and quiet. They are enjoying themselves in a well-kept tavern called *The Drunken Giff.*

* While docking their ship, the PCs are invited to a business meeting where they will be offered a profitable contract to transport goods. The meeting is to take place in a tavern called *The Drunken Giff.* The messenger knows nothing about the goods and does not know who sent the message. When the party goes to the tavern, nobody shows up for the meeting—the PCs have been stood up.

> *The Drunken Giff* is a portside tavern. It is remarkably well kept; the interior is brightly lit, and most of the furniture has never been broken. A sign on the door reads: "Weapons must be checked at the personal lockers."
>
> A male elf greets you and asks to take your weapons to a locker for safekeeping.

The elf is Elmered, the receptionist/bouncer. He is responsible for seeing that all the patrons' weapons are safely stored in lockers. He also takes care of unruly guests.

Elmered: Int High; AL NG; AC 4; MV 12; HD 6; hp 42; THAC0 15; #AT 1; Dmg by weapon +1 (Strength 16) or spell; SZ M; ML 14; XP 2,000.

Elmered is an elven fighter/mage, level 6/5. He wears elven chain mail and carries a club. Elmered is 90% resistant to *sleep* and *charm* spells, and he has a 1-in-6 chance of noticing concealed weapons the PCs try to sneak past him. If the PCs give him trouble, he'll try to incapacitate them with his spells or his *wand* (see below) and then have the local guard haul the characters away.

Magic items: *Wand of sleep** (61 charges)
Spells carried: *Sleep* (x4), *bind, detect invisibility, hold person*

* New magic item described at the end of this article.

> Once you enter the common room you have a chance to view the patrons. A couple of lizard men stand at the bar, carrying on a conversation with a well-dressed man. Three dracons sit at a table snacking on a bowl of greens. Many of the booths are filled with groups of well-dressed men and elves.
>
> The elf who met you at the door returns and hands you a card with a number on it. "Give me this card when you're ready to leave, and I will retrieve your belongings," he says pleasantly. "Now, would you like a table or booth?"

Shortly after the PCs sit down, a plain-looking woman in leather armor walks in and seats herself at a table as far away from the PCs as possible. The "woman" is Bors, a disguised pirate who has come to spy on the PCs. He uses *clairaudience* to eavesdrop on the party. If attacked, he uses his *ring of invisibility* to escape. When the PCs leave, Bors follows them back to their ship. For the next five days, or until the ship leaves port, Bors surreptitiously watches the PCs, using disguise and *invisibility* to remain unnoticed. If he gets the chance, he'll board the PCs' ship to study its armaments and layout.

> Everything seems to be going well as you prepare to set sail, until the vague feeling you're being watched falls over you. A quick look around reveals only two things: A rat scurrying for cover in the hold and a ship setting sail for the stars. Neither are unusual sights in a spaceport.

The rat is an ordinary rodent that found its way aboard the PCs' ship. The PCs probably could find several more rats if they search carefully.

The ship setting sail is the *Sherwood,* a Goblin Blade equipped with a minor helm. Bors is aboard and is heading out to meet his employer (see below).

Drake Eldredge and His Band of Merry Space Pirates

Drake Eldredge (the character pictured on the cover of issue #62) is the Robin Hood of wildspace. He steals from the rich, dishonest, and selfish—particularly other pirates—and gives the goods to the needy on many planets. Drake captains the *Moonshadow,* which he took from a band of wealthy, haughty elves.

Drake's favorite tactic is to lurk behind an asteroid and wait for a rich-looking ship to pass by. When he spots a likely target, he sends Bors in the *Sherwood* to follow the ship and learn about its crew, armaments, and cargo. If the

ship makes landfall, Bors learns its departure time and reports it to Drake.

When the target ship returns to wildspace, Drake intercepts it. The *Moonshadow* and *Sherwood* stage a mock battle; during this exercise, the *Sherwood* uses a *ship's veil** to look like a neogi mindspider. When the target ship appears on the scene, the "mindspider" flees, and Drake in the swan hoists a white flag and hails the approaching ship. Meanwhile, the *Sherwood* ducks behind a nearby asteroid, circles, drops its *veil,* and approaches the target ship from behind. Drake often finds that greedy spacefarers are eager to attack his swan ship, and he gladly obliges them with a fight to the finish. In any case, once the *Sherwood* is in position Drake shows his true colors.

* New magic item described at the end of this article.

The Confrontation

> While you cruise along wondering what you'll do next for entertainment, you drop to tactical speed. There's something big nearby. "Captain! Enemy on the port bow!" cries the lookout.
>
> Ahead, the vile silhouette of a mindspider is molesting a graceful swan ship. The mindspider lunges, and its grappling ram barely misses the swan. The mindspider overshoots and begins to accelerate. With your appearance, the odds seem to have changed, and the mindspider doesn't like them. It continues to accelerate into spelljamming speed and abruptly is gone.
>
> The swan gracefully comes about and heads toward you. She flies a large white flag from her foredeck.

Drake tries to maneuver alongside the PCs' ship. If the PCs try to evade, Drake assumes they have something to hide and continues to harry them until the *Sherwood* returns in two rounds. Drake happily will exchange signals with the PCs. He'll explain the mindspider probably would have boarded the swan if the PCs hadn't arrived. If the PCs are reluctant to close, Drake might ask for immediate assistance in fighting a fire, offer to buy cure spells, or invite the PCs to view his "captured neogi"; the *Moonshadow's* mage can support these deceptions with *phantasmal force* spells.

When the ships' air envelopes touch, Drake drops the facade:

> As the swan pulls alongside, a ballista bolt flies over your heads and a commanding voice rings out: "Surrender and prepare to be boarded. You don't stand a chance."
>
> "Enemy ship off the starboard beam!" calls the lookout. This time, you see a goblin blade approaching. It is armed with a greek fire projector.

Wise PCs will surrender, as they are outgunned. If the PCs insist on fighting, Drake gives them all he's got, hoping to board and loot the PCs' ship.

Moonshadow

Hull Type: Swan
Tonnage: 32 tons
Hull Points: 32
Crew: 12/32
Crew Quality: Good
Maneuverability Class: C
Landing—Land: No
Landing—Water: Yes
Armor Rating: 7
Saves As: Thin wood

Power Type: Major Helm
Ship's Rating: 4
Armament:
2 Heavy ballistae (F)
Crew: 4 each
1 Heavy catapult (A)
Crew: 5
Cargo Capacity: 26 tons
Keel length: 100′
Beam Length: 40′

Crew Statistics

Title	Type	AC	THAC0	Number	HD
Helmsman	Elf Enchanter	10	18	1	9
Navigator	Human Cleric/Mage	2	18	1	5
Captain	Human Fighter	13	5	1	8
Marines	Elf Fighters	4	20	10	1 each
Crew	Human Thieves	6	20	6	1 each
Weaponeers	Human Fighters	4	20	15	1 each
Sailors	Human Thieves	6	20	12	1 each

Sherwood

Hull Type: Goblin Blade
Tonnage: 2 tons
Hull Points: 2
Crew: 1/2
Crew Quality: Good
Maneuverability Class: A
Landing—Land: Yes
Landing—Water: No
Armor Rating: 4
Saves As: Metal

Power Type: Minor Helm
Ship's Rating: 1
Armament:
1 Greek Fire Projector (A)
Crew: 3
Piercing Ram
Cargo Capacity: None
Keel length: 20′
Beam Length: 20′

Crew Statistics

Title	Type	AC	THAC0	Number	HD
Helmsman	Human Fighter/Mage	6	17	1	4
Weaponeer	Human Fighter	4	20	1	1 each

Deck plans for the swan and goblin blade are listed in the *Lost Ships* SPELLJAMMER™ game module.

Surprise Attack

After two rounds of combat or negotiations with Drake, a real neogi mindspider attacks; three rounds later another mindspider joins the fray. Drake is quick to enlist the PCs' aid, offering to split the proceeds if the neogi are defeated.

> Your lookout cries a third time: "Neogi! High on the starboard bow!" When you glance that way, you cringe, A neogi ship is headed straight for you.

Mindspiders

Hull Type: Mind Spider
Tonnage: 40 tons
Hull Points: 40
Crew: 3/40
Crew Quality: Good
Maneuverability Class: C
Landing—Land: No
Landing—Water: No
Armor Rating: 4
Saves As: Metal
Power Type: Lifejammer
Ship's Rating: 3

Armament:
2 Medium catapults (A)
Crew: 3 each
1 Medium jettison (A)
Crew: 3
Forward grappling/piercing ram
Rear piercing ram
Crew: 4 each
Cargo Capacity: 20 tons
Keel length: 40′
Beam Length: 15′

Crew Statistics

Title	Type	AC	THAC0	Number	HD
Helmsman	Neogi Mage	3	15	1	4
Navigator	Neogi Mage	3	15	1	4
Captain	Neogi Mage	3	15	1	8
Marines†	Umber Hulk	2	11	10	8+8 each
Crew	Neogi	3	15	9	3 each
Crew	Lizard Man Fighters	5	18	6	3 each
Weaponeers	Neogi	3	15	9	3 each
Sailors	Neogi	3	15	3	3 each

† Each Mindspider also carries five umber hulk slaves in its cargo hold. If you play this encounter using the rules in *The War Captain's Companion,* enter these on the "Special" crew line of the Ship Record Sheet.

Deck plans for the mindspiders are included in the SPELLJAMMER™ game boxed set.

War Captain's SetUp

To play this encounter out with the ship-to-ship combat rules, start the *Moonshadow* 24 hexes forward of the PCs' ship in any hex. The referee should choose the exact position, speed 4. (The *Sherwood* already has departed.) Drake prefers to approach the PCs' ship from the beam (he doesn't want to get rammed), but will choose another angle if the PCs so signal. Once Drake has fired his warning shot (which "misses"), the *Sherwood* appears directly aft of the PCs' ship, one hex away, speed 1.

The first mindspider appears 11 hexes away from the PCs' ship, ahead and to the starboard, speed 3. The second neogi ship also appears in this hex, with the same speed and facing; however, it must be at least 11 hexes away from the nearest ship when it drops to tactical speed. Adjust its entry hex accordingly if there are other ships nearby.

Drake Eldredge

8th Level Male Human Fighter

STR: 18/09
DEX: 12
CON: 15
INT: 12
WIS: 14
CHA: 16

AC Normal: 5
AC Rear: 5
Hit Points: 79
Alignment: Chaotic Good
Languages: Common, Elvish, Dracon
Age: 34
Height: 6′ 1″
Weight: 206
Hair/Eyes: Brown/Green

Weapon Proficiencies: Long sword, dagger, wheel lock pistol (specialist), awl pike, club
Nonweapon Proficiencies: Space-fighting (13), grappling hook (13), wheel lock pistol (14), gaming (16)
Magic Items: *Cloak of blending, iridescent ioun stone, potion of healing, potion of flying, smoke powder* (14 charges)

Drake is the character pictured on the cover of issue #62. While Drake loves adventuring among the stars, he feels that less fortunate, planet-bound folk deserve a share of the riches to be had in wildspace. Drake always has donated at least 10% of his income to the poor on the various planets he visits. Several years ago, he rescued a "davey" (a being found drifting in space) who was abandoned when pirates boarded his ship. The pirates pretended to be spacefarers in distress, and when the company from the davey's ship boarded them to render assistance, they were caught by surprise and overwhelmed. Drake was outraged by the story. People should not be punished for having kind hearts, thought Drake. After pondering the story for a while, however, Drake came up with a deception of his own: he, too, would lure ships close by hinting that he might be in trouble. Greedy spacefarers, Drake reasoned, would attack, and their treasure would be his to distribute if he won the engagement. On the other hand, generous spacefarers probably would agree to donate something even if Drake's methods offended them.

Drake is a gentleman pirate, and when he successfully hoodwinks unwary spacefarers into "assisting" the swan ship, he takes no more than 10% of their cargo—though he tries to persuade them into giving more. He does not take "no" for an answer.

Drake is a wanted outlaw in many spheres, as most governments don't approve of his method of soliciting "donations." Drake, however, maintains that he does everyone a service by defeating rapacious pirates who would prey on ships in distress. He defends his habit of taking treasure from "honest" spacefarers by noting that anyone who can afford a spelljamming ship certainly can afford to give to the poor. Bors' "spy" missions usually are enough to convince Drake that a target ship is carrying excess wealth, though he has let victims go unplundered when they convinced him that they really *couldn't* afford to be robbed.

Bors

2nd Level/4th Level Male Human Mage/Fighter

STR: 17
DEX: 13
CON: 14
INT: 15
WIS: 14
CHA: 12

AC Normal: 8
AC Rear: 8
Hit Points: 24
Alignment: Neutral Good
Languages: Common, Elvish
Age: 20
Height: 5' 5"
Weight: 142
Hair/Eyes: Black/Blue

Weapon Proficiencies: Long sword, dagger, wheel lock pistol, light crossbow (specialized), club
Nonweapon Proficiencies: Space-fighting (16), engineering (12), riding-aerial (12), blind-fighting
Magic Items: *Ring of protection +2, hat of disguise, ring of invisibility, earring of clairaudience*, smoke powder* (three charges)
Spells/day: 2

Spell Books: Level One: *Read magic, cantrip, sleep, unseen servant*

* New magic item described at the end of this article.

Bors was the "davey" Drake rescued; he does not really approve of Drake's method of obtaining money for the poor. However, he is grateful for his life and impressed by the fact that Drake gives everything he "steals" to the poor, and gives some of his personal treasure as well. Bors tries very hard to make sure Drake robs only those who can afford the loss or those who probably have gotten their wealth by stealing it from someone else.

New Magic Items

Earring of Clairaudience: This piece of enchanted jewelry functions in the same manner as a *potion of clairaudience* except that it can be used three times a day for a total of one hour. GP sale value 10,000. XP Value 1,000.

Ship's Veil: This magical sheet of canvas must be hoisted into a spelljammer's rigging to be effective. Once in place, the proper command word causes it to make the spelljammer appear to be any type of ship from one to 50 tons. This effect is similar to the 6th level wizard spell *veil* except that the illusion can cover a greater area than the *veiled* ship (as in the case of the *Sherwood*). The *veil's* area of effect, however, never can exceed 200 10-foot cubes. Spelljammers larger than this cannot be fully *veiled.* When found, a *ship's veil* will have 2d12 charges. Each charge provides four hours of disguise. The *veil* can be dropped before a charge expires, but the full charge still is expended. The *veil* can be recharged. GP sale value 25,000. XP value 5,000.

Wand of Sleep: This item is usable only by wizards and bards. It has two functions: *Sleep,* as the first level wizard spell. This drains one charge. *Slumber* effects 2d4 hit dice of creatures exactly like a *sleep* spell, except that it can effect creatures of 4 +3 hit dice or greater (save vs. wands negates); it cannot effect creatures, such as undead, that are immune to *sleep* effects. The slumber function drains three charges. The wand can be recharged. GP sale value 25,000. XP value 3,500.

Brigadoon

This encounter introduces the PCs to Brigadoon, a mutant who is more than 200 years old. When the encounter is over, the heroes should be guessing about Brigadoon's motives and powers—don't give the players the whole puzzle, just a piece will do for starters. The PCs' first taste comes via the following news item, which can come to them through rumor or the mass media:

> A strange phenomenon has swept the city during the past two weeks. Patches of thick fog have suddenly and completely obscured several blocks at a time for up to an hour before vanishing. Witnesses inside the fog report experiencing hallucinations of pleasant, but rugged, countryside.
>
> An unidentified gang of criminals is taking advantage of—or perhaps is creating—the fog as a cover for bank robberies, jewelry store heists, and similar crimes. Until now, the city government and police have refused to comment, but earlier today, the police commissioner scheduled a press conference to address the problem.

The heroes might see or hear the press conference through the media, or attend it themselves. Lieutenant Rachel Elliot, the officer in charge of the investigation, appears at the press conference and gives a brief statement:

> "Ladies and gentlemen of the press, the police department has nothing new to tell you in regards to this case. After consultations with meteorologists, we have determined that the fog patches are definitely not of natural origin, as some of you already have reported.
>
> "This, together with the reports of hallucinations we have received, and with the wave of fog-related crimes, has prompted the police department to conclude that super-powered criminals may be involved."
>
> The lieutenant squares her shoulders and inhales. She seems to hold her breath. "As we are not equipped to handle this sort of menace, we formally appeal to the heroes of the city for aid," she finally chokes out.

Lieutenant Elliot is not fond of super heroes. As the assembled press bombards her with questions about which supervillians might be involved, and about which heroes might appear to save the day, Elliot calls the conference to a close and abruptly departs.

The Real Story

The patches of fog and the altered landscape come from Brigadoon, a mutant who has been battling a faerie sorcerer for nearly two centuries. When the sorcerer came to the PCs' city and began using his spells to perpetrate robberies, Brigadoon followed. Brigadoon can sense magic and has a *reality alteration* power that creates a quasi-real version of the Scottish Highlands. When his foe begins a crime, Brigadoon senses the spell, and quickly rushes to the vicinity. Since he can control elements of his altered landscape, he uses *reality alteration* to gain an advantage over his foe. Eventually, he will catch up with his adversary, but so far, the sorcerer has eluded Brigadoon. Ironically, since Brigadoon's enemy is a disciple of the faerie school of magic, the villain actually gains strength inside the altered reality.

If the PCs question Lieutenant Elliot, not a pleasant task, they can learn that the major crime associated with each appearance of the fog actually is committed slightly before the fog rolls in; however, the GM might want to run the confrontation before the PCs have a chance to do any investigating.

The Confrontation

Late one weekend afternoon, the heroes learn (by police scanner, crystal ball,

cosmic awareness, or whatever) that a new fog patch has formed downtown. The police have blocked off the area.

When the heroes arrive, they find a mass of very thick, white fog. A television crew has slipped through the police cordon and is filming right next to the fog. According to an eyewitness the TV crew is interviewing, the fog simply rolled down the street and around the buildings like a wall.

Viewed from outside, the cloud of fog is an opaque half-sphere about three city blocks high and wide. Only flying or clairvoyant heroes can readily determine its dimensions. Entering the fog or using remote sensing to look inside reveals the following:

> The cloud's interior is strangely silent. Although the distant sound of automobiles and other urban noise filters in from outside, only the occasional cry of a bird disturbs the air. You find yourself in a rugged countryside, surrounded by green hills and rocky crags. A stream rushes through a ravine nearby; scrubby trees cling to the ravine's walls. The air is damp and chilly, but not unpleasantly so. Where you stand, coarse grass reaches to your calves. The city's buildings, sidewalks, and streets are nowhere to be seen.

Examining the ground reveals chunks of asphalt and concrete half buried in the grass, but these crumble into dirt if the heroes pick them up.

Attempts to detect magic fail, as the fog and the landscape are not magical effects. Mutant detection, however, reveals a mutant's presence roughly a block and a half away, near the cloud's center. The terrain is rough and treacherous, and ground movement is slowed to Poor (two areas a round). Flight is possible, but the fog prevents effective reconnaissance; the fog also prevents reconnaissance by remote sensing. While the PCs are exploring, the character with the highest Intuition score notices:

> The fog briefly parts, and you get a glimpse of a big man in a tartan kilt standing on a hill and looking across a valley at a village of stone houses. The mists shift, leaving the hilltop empty; the valley and houses are gone.

A successful Reason FEAT reveals that the valley is too large to "fit" inside the cloud.

The cloud's center isn't noticeably different from the rest of the area. Any psionic scans or attempts at mutant detection instantly reveal a presence behind the PCs. A danger sense reveals this presence, too, but only after the PCs have spent some time searching. Even if the PCs don't detect him, Brigadoon confronts the PCs:

> A tall, heavy set man, wearing a tartan kilt and mantle, hails you from atop a lofty, narrow crag. (An Excellent Reason FEAT confirms that the crag wasn't there a few minutes ago.) A deep scar runs from just above his right eye upward through the center of his forehead. He holds a sword in his right hand and has a round shield strapped to his left arm. A dagger hangs from his belt, and you spot the butt of a flintlock pistol jutting from the top of the kilt. He gazes down and shouts in a thick Highland accent: "I call myself Brigadoon. I know not who you are, but I warn you this once—do not interfere with me. I will have my revenge! Leave!"
>
> The man stands quietly on the peak; he's probably waiting for you to leave.

Brigadoon takes no actions against the party. Any attacks against Brigadoon fail: he dodges or deflects ranged attacks. Landslides foil attempts to scale the crag. Leaping or flying attacks meet only empty fog. After Brigadoon finishes addressing the party (and he dodges their attacks) heavy fog closes over him. The surrounding fog banks collapse inward, and the PCs find themselves on an empty street, facing the inquisitive television crew. The reporters lose no time in pressing the heroes for an interview, and might very well launch a negative campaign against them (−5 Popularity) if they refuse to talk.

After dealing with the reporters, the PCs learn that a bank was robbed a few minutes before the fog rolled in. The crooks got away with hundreds of thousands of dollars—making this the biggest fog-related crime yet. The bank's surveillance cameras showed nothing, having been knocked out just before the crime. The security guard was slain by something like a swarm of razors—his body is a mass of shallow cuts. If the PCs check for magic, they find traces on the body, the bank's cameras, and on the bank's vault. A thorough search of the area reveals a mysterious set of grassy footprints. The grass is the same type the PCs found inside the cloud. However, these tracks go nowhere near the bank. They fade away in less than a minute after the PCs find them. If the PCs follow them immediately, they disappear altogether at a bus stop. Clever PCs will deduce that the tracks must have been left recently, but this is false (see below).

Brigadoon

Real name unrevealed, mutant

F	RM	(30)
A	EX	(20)
S	EX	(20)
E	RM	(30)
R	TY	(4)
I	GD	(10)
P	IN	(40)

Health: 100
Karma: 54
Resources: PR (4)
Popularity: 0

Powers:

Self-revival: The curse that keeps Brigadoon alive (see History) also gives him this power at Monstrous rank.

Magic detection and resistance: Brigadoon has Good resistance to all magical spells. His magic detection allows him to notice his foe (see History) at ranges of up to 100 miles. Whenever the faerie sorcerer casts a spell within 100 miles of Brigadoon, the Scot knows his foe's location within a half-mile. This power has a Feeble rank in regard to other forms of magic.

Reality alteration: Brigadoon has an Unearthly ability to recreate anywhere a section of the Scottish Highlands. This section can be from any time from the present all the way back to his birth some time in the 1780s. The alternate reality can be any size from a single area to a 50-mile radius. Beings in the altered area are transported to the area's fringes, where they are free to leave it and re-enter the normal world. The alteration includes cool, foggy weather, the appearance of coarse grass and scruffy trees, and mountainous terrain that contains valleys, crags, and boulders. This power also includes Good *environmental awareness* within the alternate reality. All effects disappear

when Brigadoon drops the power. However, Brigadoon can never completely deactivate the power. Wherever he walks, Brigadoon leaves grassy footprints which normally fade within 30 seconds. However, after he creates an alternate reality which covers five areas or more, the grassy footprints persist for 1d10 minutes. Brigadoon has established many power stunts: Mobile banks of very dense fog, crags and boulders which erupt in specified areas; landslides; ground "waves," which he can ride at a speed of six areas a round; and withdrawing the alternate reality so that foes within it are trapped in the real Scottish Highlands during the time depicted.

Equipment: Brigadoon carries a sword and shield made of Remarkable strength material, and a flintlock pistol (treat as a *cheap handgun* with one shot).
Talent: Sword specialist (+2 CS and +1 initiative bonus when attacking with a sword).

History:

Brigadoon may be one of the oldest living mutants, having been born in the Scottish Highlands more than 200 years ago. After various adventures, he became the champion of his small clan. Unfortunately, he also gained the enmity of a faerie sorcerer. The sorcerer killed Brigadoon's clan and cursed him: First, Brigadoon would live forever. Second, though Brigadoon can recreate any part of the Highlands, he never can use his power to visit his village or his slain relatives and friends. This vision of a Scottish village lost 200 years ago inspired his name.

Brigadoon still wears his clan tartan. Since his clan is extinct, however, even Scottish historians cannot recognize it without a yellow Reason FEAT.

Brigadoon has become obsessed with finding and killing the sorcerer so he can end the curse and avenge his clan. This quest eventually led him to the PCs' city. ❑

Fluffynoia:

(Or the Bark is mightier than the Byte) A Canine Caper for Paranoia

by Sam Adams, with thanks to Tom Prusa and Rick Reid

GM's Background

On a routine Outside patrol, a crack team of DOG sector Vulture Troopers encountered a new creature.

The animal was turned over to R&D HQ in DOG sector, and it was promptly appropriated by the supervising High Programmer, Zaz-U-Pts-6, who named it "Fluff."

Zaz-U, being a high-ranking Romantic, quickly ascertained that this was one of the "pups" so adored by the Old Reckoning citizens. Legend had it that owning a pup insured the contentment and safety of the owner, and that the pup would always arrive in the nick of time to save your life.

Convinced of the necessity of having a pup for herself, Zaz-U poked a few keys on her terminal. She quickly learned that according to Old Reckoning tapes, the "pup" is a white female dog of a variety known as Pekingese which originated in a complex named Chi Na populated entirely by Yellow citizens. Thus, despite her white coloring, Fluff is only Yellow clearance. The Computer and Zaz-U knew that names must contain a sector clone designation. Since Fluff was not cloned in the complex, her designation is N(ew) O(rganic) I(nfestation)-A(namoly). Hence, Zaz-U found herself the proud owner of Fluff-Y-NOI-A.

Meanwhile, Jim-Y-HFA-4, one of Zaz-U's R&D underlings, was informing his superior in Free Enterprise of the creature and its potential profitability. The Clonefather, Dill-I-NGR-5, realizes that clones of this "pup" will soon be in hot demand among the higher ranking citizens. He orders Jim-Y to steal the pup at the first opportunity.

However, Jim-Y, being an enterprising clone, decides to steal the pup for himself and set up his own racket. This is where our heroic Troubleshooters come in.

Zaz-U, having urgent business in PTS sector, summons a team of Elite Troubleshooters to guard her new pet.

During the following nightcycle,

Jim-Y dognaps Fluff-Y. What follows is the obligatory chase/run-around as half the secret societies of Alpha Complex try to get their hands on Fluff-Y.

GM's Hints

1. Try to keep the mortality rate low. This scenario's objective is to challenge the players' role playing skills, not rack up clone counts.

2. Use the dramatic combat system to best advantage. Roll a lot of dice; interpret all dice results according to how well the PCs are role played, the soundness of the players' plan, and how amusing or flamboyant the attempted action is.

3. Keep the action moving. Maintain an air of absolute urgency for the players. Never miss an opportunity to remind them of the terrible fate of traitors who lose a High Programmer's property.

4. No matter what happens, remember that Fluff-Y will never get hurt. (Fluff-Y is protected by her own mutant power—*total innocence.)*

Mission Alert

The Troubleshooters are summoned to the office of the High Programmer Zaz-U-PTS-6, where they are instructed to guard Fluff-Y. After several hours of treasonous puttering around in a High Programmer's office, Jim-Y appears and steals Fluff-Y. The chase begins!

> Your team is walking down the corridor from the DOG Sector target range when a Green CPU courier arrives and holds out a sealed pouch marked "Mission Alert."

If the team leader (or highest clearance clone if there is no assigned leader) does not step forward immediately and take the pouch, assign the character or characters a treason point. The pouch has the official seal of the Computer on its surface and is marked on the reverse side "Attn: Squad K-9." Inside is a mission alert bulletin. It reads:

> **Attention Troubleshooter squad K-9:** Report immediately to DOG Sector R&D Administrative HQ.
>
> You will report to High Programmer Zaz-U PTS-6 for your briefing. A crate of special equipment will be waiting for you at the location.
>
> Thank you for your prompt and **immediate** cooperation.

The PCs do not know where R&D Administrative HQ is. Give them a few seconds to realize this. There are no maps with their orders, nor does the courier know where it is. The PCs have only two options:

Calling the Computer: Anyone but the team leader or highest clearance clone is assigned a treason point for lack of initiative. If the proper clone calls the Computer it issues the directions (surprise!) and issues temporary clearance for the squad to enter an Ultraviolet area (which is what R&D Administrative HQ is).

Doing nothing or trying to find R&D Administrative HQ on their own: After the PCs loiter or wander for a few minutes, an Indigo Vulture Commander with eight Blue Death Troopers arrives to round them up. The troopers escort the PCs to Zaz-U. Assign everyone two treason points for tardiness.

> Arriving at the Ultraviolet Hall, you pass the checkpoint. You are escorted to a large, frosted glass door marked "R&D Administrative HQ." Inside is a thin, nervous-looking clone dressed in a smartly tailored green jumpsuit and standing behind a counter. He springs over the counter and rushes up to you. "Good Daycycle, Citizens! You must be the Troubleshooters Citizen Zaz-U is expecting. Do come with me quickly. Be very polite, too. Citizen Zaz-U gets very touchy when she's in a hurry. By the way, my name is Dawg-G-ONE-4. I'll be your liaison for this assignment should you need to contact someone in an emergency."
>
> Dawg-G leads you into a back office. The inside of the office is as spacious as a major briefing room, and done entirely in white from the deep plush carpet to the large couches around the walls. You can barely see a mop of blond hair over the top of a large computer console which fills the center of the room.
>
> A small furry white animal wearing a Yellow band around its neck rests on a pillow near the console. By the pillow is a small white dish of what looks like Cold Fun desert. The mop whisks from view, but a blond figure in white robes rushes from behind the console. This, you conclude, must be Zaz-U.
>
> "So, there you are. Oh, Goody! My Troubleshooters are here." The small figure turns to look each of you over. "I picked you all by myself, you know. I have all your record transcripts. You're very good." Zaz-U points to the animal on the pillow and continues gleefully. "That's why I want your squad to guard my new pet, Fluff-Y, while I go execute some pesky traitors over in PTL sector. She's very well behaved, and I know she'll be no trouble at all. Just watch over her, and If she gets hungry give her some Cold Fun. She just loves it. I'll be back in the morningcycle. Dawg-G-ONE has a box Troubleshooter Central sent over for you. They said it was for just in case. He'll bring it in shortly. BYE, BYE!"
>
> Zaz-U breezes out of the office as Dawg-G-ONE hauls in a large crate. "Troubleshooter Central sent over a few things—just in case," he explains. "Inside, you'll find supplies from PLC and three pieces of experimental equipment to be tested." Dawg-G hastily exits the office, leaving you alone with Fluff-Y and the crate.

The experimental items are:

1. Hypersonic Whistle Mark VIII: This flute-sized whistle is connected to a belt battery pack. Its pitch is far too high for dogs to hear. When used, roll 1d20 and consult the table below.

1-3 All glass in a quarter-mile radius shatters.

4-8 Hypersonic blast. Everyone in a 10-meter radius must make a tough Endurance check or be stunned for one round.

9-13 All Com I's in a 10-meter radius explode (damage column 4).

14-20 Whistle explodes (damage column 6).

2. Energy Leash This is a small metal rod with a push button. When activated, it draws the nearest less-than-man-sized metal object toward the user at very high velocity. Any attempt to dodge fails unless the user drops the rod. A hit does damage on column 4.

3. Rocket propelled Tangler Muzzle: This device is about the size and shape of a LAWS rocket (disposable bazooka). It fires a mass of sticky threads at high

velocity toward its target. It has two shots. Its range and damage is the same as a tangler. It is prone to the same malfunctions as a tangler, and does so on an attack roll of 16-20.

The other equipment in the crate:

- Four laser barrels (the GM should assign colors appropriate for the PCs)
- Six high explosive grenades (these are mislabeled, they're actually smoke grenades)
- Six truncheons
- 12 packs of Cold Fun dessert
- 10 meters of plasticord
- One can of spray pesticide
- Six radiation monitors

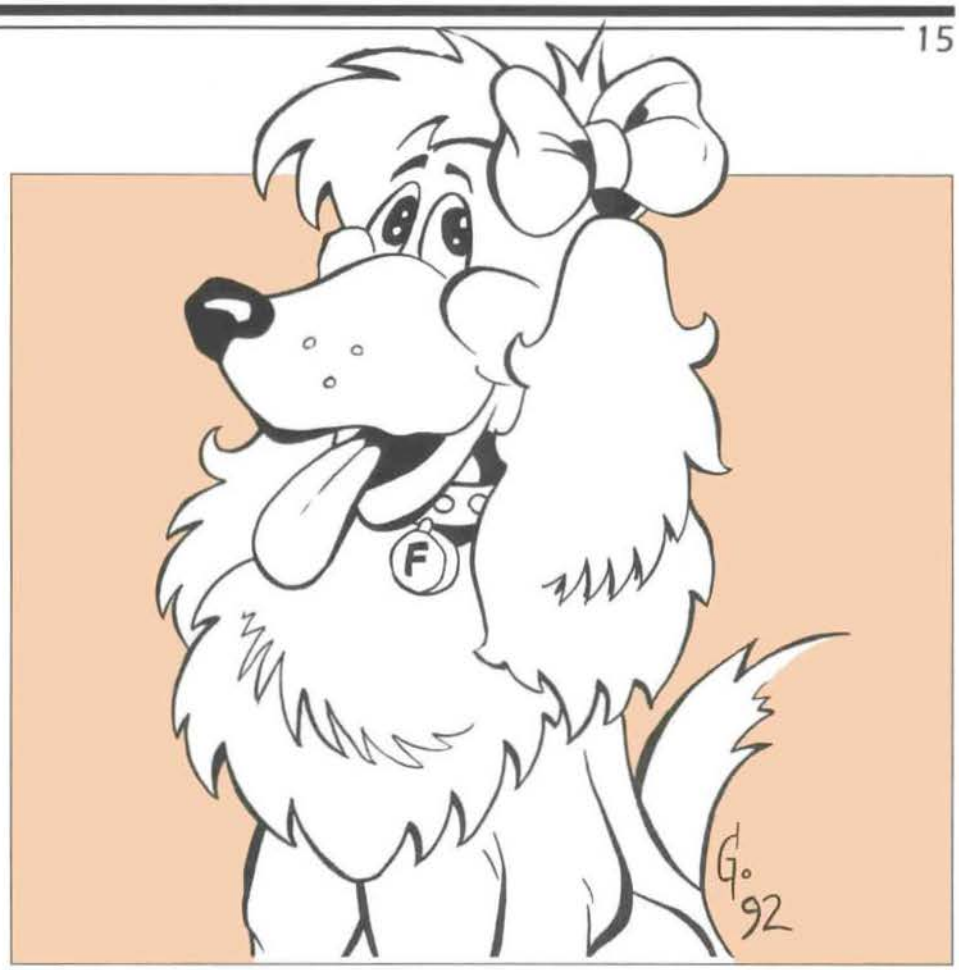
Let the players divide up the equipment. Make each of them list what they are being issued and have Dawg-G-ONE take the list. Give them a few minutes to settle in, rifle through the office, interrogate the dog or whatever, and then read the following:

> Nightcycle falls over Alpha Complex. As the last R&D tech leaves, the lights go off in the corridors and little Fluff-Y snores contentedly on her pillow. All is quiet. Your team settles in for an easy night.
>
> Your repose ends abruptly when klaxons sound in the hallway. Through the office windows you can see two figures prying open a door about five meters down the corridor. What do you do?

The two clones at the door flee down the corridor as soon as the PCs fire or close in on them. If everyone leaves the office, the dog will be gone when they return. If any of them stay in the office, the lights go out and the person nearest Fluff-Y is bashed over the head (the player has a marvelous opportunity to role play his character falling unconscious). Jim-Y-HFA has killed the lights, entered the office, and dognapped Fluff-Y.

Fortunately for the PCs, Jim-Y stepped in Fluff-Y's bowl of Cold Fun desert and left a clear trail of sticky footprints leading toward a ventilation shaft in the rear wall of the office. When the lights come back on a minute later, the PCs automatically spot the tracks.

The shaft leads to the service access tunnels which honeycomb the complex. If the PCs follow the tracks without



cleaning the Cold Fun off of Zaz-U's carpet first, assign the Hygiene Officer a treason point.

The Service Tunnels

Service access tunnels honeycomb the entire complex. The tunnels are 1.5 meters wide by two meters tall with entry/exit irises at key locations in each sector. The tunnel Jim-Y-HFA entered leads to an abandoned vulturebot hangar. The hangar is now being used as a storage area. Emphasize to the players the cramped quarters, the darkness, the strange smells and the numerous pipes and cables which run along the walls and ceiling. If a firefight occurs in a tunnel, any shots which miss hit electric conduits, water or steam pipes, toxic waste pipes, etc. After two rounds the smoke and steam will effectively blind all parties in the tunnel. Heavy smoke or steam will diffuse lasers somewhat. This gives all the equivalent of L2 armor.

When the PCs enter the ventilation shaft they find more footprints. These continue for about 100 meters. After that, the PCs can use the *surveillance* or *security* skills to track Jim-Y through several intersections and turns (normal difficulty). If they lose the trail by blowing a roll, make them come up with some plausible method of finding it again. Let the PCs play tracker as long as it remains exciting, then read the following:

> Ahead you see another tunnel intersecting yours. A half-dozen strangely garbed clones are emerging from the side tunnel. The six are wearing brown, fringed garments (Naugahyde buckskins) and furry caps with tails. As they enter the main tunnel you can tell that one of them is wearing a blue cap, the other five clones wear green caps. All are carrying rifles with very long barrels and strange brown, grainy stocks. The one in the blue cap sees you and steps forward: "Halt, varmints," he commands. "Stand and declare yourselves."

This is Daniel-B-OON and his pioneers. If the PCs are immediately hostile and open fire, Daniel-B and his men stage a fighting withdrawal down the tunnels. If the PCs are willing to talk and assure Daniel-B that they are on a mission, he tries to pass his group off as a special R&D unit returning from a mission

Outside. If the PCs ask about the strange clothing, he says it's special protective gear. It is possible the team may even ally themselves with Daniel-B and his pioneers temporarily. Read the NPC roster entry on Daniel-B carefully for tips on how to role play his reactions.

If the PCs team up with Daniel-B, he shows them to the hangar where he is sure Jim-Y must be heading. Use hangar intro 1.

If the PCs and pioneers fight, Daniel-B leads the fighting withdrawal down the tunnel about 20 meters. Here he sets off several smoke grenades and disappears into a secret door in the floor. He and the pioneers will get ahead of the PCs and be engaged with the Free Enterprise hitmen when the PCs reach the hangar. Use hangar intro 2.

The Hangar

Intro 1:

> Daniel-B-OON leads you through the tunnels for several minutes, then he stops and puts his ear to the wall. Daniel-B turns and says, "Fellas, it seems our quarry has company in thar. This here tunnel leads to an 'ole Vulture hangar where they store 'ole barrels and such. I figger our clone's in thar with yer pup and about . . ." You hear the sound of slugthrower fire ahead. ". . . six clones with Mark III slugthrowers and bad attitudes."

Daniel-B suggests the PCs go straight down the tunnel to a grate that opens into the hangar, while he leads his men around the hangar to enter from the other side. Daniel-B is not willing to lead the PCs around the hangar, but he will tell them how to get there. If the PCs use this option, they get lost and arrive late. Use intro 2 when the PCs arrive.

> You advance and find the grate. There are several citizens in green-striped suits firing slugthrowers at a Yellow citizen cowering behind a large stack of barrels; he has Fluff-Y held tightly under his arm. The barrels are marked "Danger—Highly Flammable."

Intro 2:

> As you advance down the tunnel, you spot a large grate at the end. You also hear the unmistakable sounds of laser and slugthrower fire. Looking through the grate, you see a vast hangar full of stacks of barrels. All the barrels are marked "Danger—Highly Flammable." Several citizens wearing green-striped suits and carrying slugthrowers occupy one end of the hangar; they are firing at Daniel-B and his pioneers at the other end of the hangar. Cowering behind a stack of barrels near the wall in the center of the hangar is a Yellow citizen holding Fluff-Y under one arm.

The hangar is 30 meters long by 10 meters wide with a 10-meter-high ceiling. The grate is two meters in diameter and is set three meters above the floor in the center of the hangar wall. The hangar is stacked from one end to the other with barrels marked "Flammable." The barrels are actually full of ping pong balls. If holed by laser fire or slugs they smoke and give off an acrid odor, but otherwise there are no ill effects.

If you used Intro 1, Daniel-B and his squad enter and attack the Free Enterprise hitmen from the opposite end of the hangar two rounds after leaving the PCs. Play up the three-way firefight as dramatically as possible, but do not allow anyone to reach Jim-Y and Fluff-Y.

Allow the fight to continue until the secret society squads are at half strength, or the PCs are in danger of losing. At this point, Timoth-Y-LRY and his mystic commandoes make their entrance:

> As weapon fire criss-crosses the hangar, you are taken unawares by the dramatic appearance of three citizens in yellow robes. They appear to drop suddenly out of the ceiling on ropes, and they throw several large gray cylinders on the floor. Gas swiftly fills the hangar. As your head starts to swim you realize that one of them is making off with Fluff-Y.

The gas is highly hallucinogenic and is absorbed through the skin so that gas masks and holding one's breath will not help. All victims of the gas must make a tough Endurance check. If the check fails, the victim suffers extreme disorientation and hallucinations for the next five rounds. PCs who make the check suffer the equivalent of a stun for two rounds.

When the PCs recover from the gas, they find all the surviving pioneers have fled. The remaining hitmen are exiting out a side corridor, apparently in hot pursuit of someone. Jim-Y and Fluff-Y have disappeared. The PCs' only lead is to follow the hitmen. As they enter the corridor they see the hitmen pile into an autocar and speed away. This corridor has been unused for many yearcycles, so following the autocar tracks is simple. The PCs will find the autocar about 500 meters down the corridor.

The autocar is empty and has a large hole blown in the front. If the PCs search the autocar they find Jim-Y-HFA and the hitmen's driver in the trunk. The driver is bound and wounded, but alive. Jim-Y has been strangled with a yellow dog collar. There is a note pinned to his chest that reads: *"This is the fate of all who threaten the Best Friend—Mystic Commandoes."*

The PCs notice the driver has been bound with strips from a yellow robe. If interrogated, the driver offers the location of Timoth-Y's safehouse in return for his escape.

Whether the PCs get the driver's information or track the fugitives themselves, the trail leads down a ladder to the Alpha Complex sewers. The PCs travel through the sewers for about two kilometers before reaching a ramp that leads up into the sublevels of the complex.

Somewhere along the way, the PCs have a brief encounter with two rogue gatorbots (see NPC roster for gatorbots statistics).

The Safe House

As the PCs approach the safehouse, the tunnel turns sharply left. Around the corner, two citizens in yellow robes guard a door. Further down the tunnel, past the guards, is the sewer exit (an iris). If the PCs are cautious and quiet, they can round the corner and take the guards by surprise. From behind the guarded door can be heard a low moaning sound. It sounds like "AWMMMMM, AWWMMMMMM." Timoth-Y and four of his mystic commandoes are in the room meditating over the sleeping Fluff-Y. They will not interrupt their meditation with the

RPGA™ Network Judge Appeal

The Network is proud to be supporting the GEN CON®/ORIGINS™ Game Fair with tournaments, seminars, and special programming. As always, the backbone of the Network's Game Fair programming is its tournaments. Unfortunately, tournaments just don't happen. Somebody's got to run them. How about you?

Network judges who run at least three sessions at the Game Fair get free admission, and judges who are Network members receive points in the Networks' international ranking system. Judge who are not members are welcome, too.

We will only consider judges who are available for three or more game sessions. If you wish to play in some tournaments, please indicate that on this form so we do not schedule to judge when those events are running.

If we accept you as a judge, We will mail you a judging schedule about six weeks prior to the convention. we will mail scenarios three to four weeks before the convention.

If you are not running your own events at the Game Fair, this form will be enough to register you for the convention -- provided you are accepted as a judge. However, you still must pay for any events in which you register to play.

If you plan to attend the Game Fair and would like to help the Network by running games, please complete this form and return it to:

RPGA Network Judge Appeal
P.O. Box 515
Lake Geneva, WI 53147

Network Membership Number: _____
Name: _____ **Phone** (day): _____
Address: _____ **Phone** (eve.): _____
City: _____
State: _____ **Postal Code:** _____ **Country:** _____

What day and time will you arrive at the Game Fair? _____
When will you leave the Game Fair? _____

I am willing to judge any Network Event that uses the following rules:

_____

I am willing to judge these specific Network events at the Game Fair:

_____
(For a schedule of Network events, see the back of this form)

I am available for the following time slots (minimum 3):

— 01 (8 a.m. to Noon TH)
— 02 (Noon to 4 p.m. TH)
— 03 (4 p.m. to 8 p.m. TH)
— 04 (8 p.m. to Midnight TH)
— 06 (Noon to 4 p.m. FR)
— 07 (4 p.m. to 8 p.m. FR)
— 08 (8 p.m. to Midnight FR)
— 09 (8 a.m. to Noon SA)
— 10 (Noon to 4 p.m. SA)
— 11 (4 p.m. to 8 p.m. SA)
— 12 (8 p.m. to Midnight SA)
— 13 (8 a.m. to Noon SU)

I plan to play in the following events, please do not schedule me to judge when they are running:

_____

Network Events

Tournaments sanctioned by the RPGA™ Network are annual favorites at the Game Fair. Our tournaments are high-quality role playing events featuring games from companies throughout the industry.

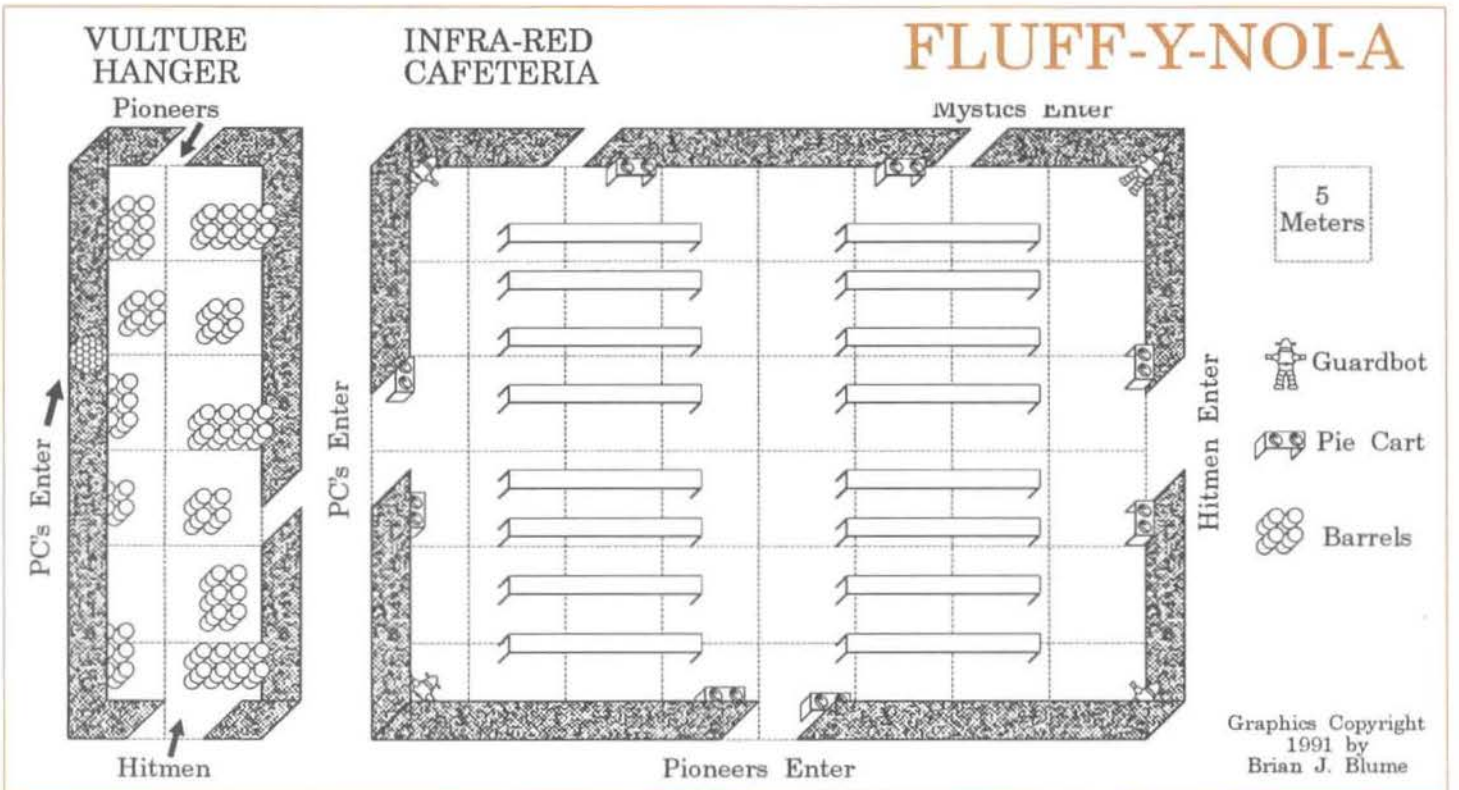
Many of the events are open to **Members Only** through pre-registration. These are indicated. If the events are not sold out through pre-registration, most are opened at the Game Fair to the general public.

Network members receive points for participating in sanctioned tournaments. These points improve their international rankings as players and judges. As Network members increase in the rankings, they are eligible to compete in increasingly difficult events.

It is easy to join the thousands who already have joined the RPGA Network, the best worldwide gaming organization. You can join the RPGA Network when you pre-register. Use the membership form on page 34.

More detailed information on the events listed below can be found elsewhere in this brochure. If you are interested in judging RPGA Network events at the 1992 Game Fair, please fill out the judge appeal form on page 8 of this brochure.

Name	Rounds	Slots	Semi-final	Final
AD&D® Game Open — "At Last, Freedom"	Three	02, 03, 04, 06, 07, 08, 09	10, 11	13
AD&D Game ZEF — "The King's Inferno"	Three	03, 04, 06, 07	10	12
AD&D Game Feature — "Fit For A King"	Three	01, 03, 06, 07	08, 09	11
AD&D Game Special, RAVENLOFT™ Event — "Hour Of The Knife"	Three	02, 04, 07, 08	11, 12	13
AD&D Game Paragon — "First Impressions"	One	07		
AD&D Game Grand Masters — "The Return of Stezan D'Polarno"	Three	01, 06	10	13
AD&D Game Masters — "Do You Take This Woman?"	Three	01, 04, 09	10, 11	13
AD&D Game TSR Worlds, AL-QADIM™ Event — "A Bottle Of Djinn"	Three	02, 03, 04, 06	07, 08	12
AD&D Game Network Clubs — "Darkness Rising"	Three	03, 06, 07	09, 10	12
AD&D Game — "Renegade Rats"	Two	01, 04, 08, 10		12, 13
AD&D Game Benefit For Children's Hospital Of Wisconsin — "One On Every Planet"	One	01, 02, 03, 06, 09, 10, 12, 13		
AD&D Game Fluffy Quest Benefit for Okada — "Fluffy Takes The Cake"	One	02, 04, 07, 08 09, 10, 11, 13		
AD&D Game Living City I — "Your Tax Dollars At Work"	One	01, 03, 06, 08, 10, 13		
AD&D Game Living City II — "The Ugly Stick"	One	02, 04, 07, 09, 11, 12		
AD&D Game International — "The Herd Instinct"	One	01, 11		
D&D® Game — "Return To The Caves Of Confection"	One	03, 04, 07, 10		
MARVEL SUPER HEROES Game — "Carnival Of Heroes"	One	02, 06, 12, 13		
GAMMA WORLD® Game — "Fire Island"	One	03, 07, 10, 13		
Robotech — "RoboFluffy"	One	02, 06, 13		
Paranoia (West End Games) — "Clone Of Kaboobie"	One	03, 08, 09		
Star Wars (West End Games) — "Milk Run"	One	02, 03, 06, 08, 10		
Torg (West End Games) — "Death Pits Of Natatiri"	One	02, 07, 11, 13		
Shadowrun (FASA) — "Night of the Griffin"	One	03, 04, 09, 11		
Dark Conspiracy (GDW) — "Blind Ambition"	One	01, 06, 10		
MegaTraveller (GDW) — "The Silver Moon Incident"	One	04, 07, 12		
Twilight 2000 (GDW) — "Operation: Clear Sky"	One	03, 08, 11		
Timemaster (54° 40' Orphyte) — "J'adoube"	One	01, 04, 08		
Call of Cthulhu (Chaosium) — "Smooth Sailing"	One	04, 06, 09, 12		



"Best Friend" unless somebody enters the room.

Let the PCs take out the guards fairly easily if they come up with a reasonable or amusing plan. The door to the room is keyed to the retinal prints of the commandoes. The scanner is located to the right of the door and looks like a microscope eyepiece. Any weapon damage result of wound or better also opens the lock; the lock has no armor. Once the PCs have the door open read the following:

> The door opens and you see a most confusing sight. Inside are four citizens in yellow robes sitting cross-legged on yellow floor cushions and making a strange moaning noise. They are arranged in a circle around the inert form of Fluff-Y, who is still apparently asleep on her white pillow. As they see you, one Yellow citizen rises gracefully from his cushion. He spreads his arms wide and speaks to you in a calming voice:
>
> "Welcome, Brothers! I am Brother Timoth-Y-LRY. Enter and join us. Put away your weapons and partake of the benevolent and calming influence of the Best Friend. Tune in, turn on, and dog out."

Timoth-Y will not provoke a fight in this room. If pressed, he will grudgingly give up Fluff-Y. If the PCs attack, he uses his last gas grenade and escapes with his followers out a secret door in the back of the room. Either way, the PCs leave the room with Fluff-Y.

As the Troubleshooters are leaving the safehouse room and entering the corridor, they hear a low-pitched whirring from behind them. As they turn, they see four citizens in yellow coveralls, black capes, and hockey masks come screaming by on jet-powered skateboards. As they knock through the PCs, one of them grabs Fluff-Y, screaming "Death Leopards Forever!" This is Scoob-Y; he and another clone zoom out of the exit iris at the end of the corridor and into an Infrared hallway somewhere in DOG sector (this is an excellent opportunity for several players to role play their characters being knocked head over keister).

As soon as the Troubleshooters get by the two remaining Death Leopards and into the infrared hallway, they see Scoob-Y and his accomplice rolling down the hall to their left. They are stripping off the yellow coveralls to reveal black jumpsuits underneath. The pair fires off laser shots behind them as they dodge through a crowded hallway full of more clones in black jumpsuits. Scoob-Y seems to be heading for a large set of double doors at the end of the hallway marked "DOG SECTOR INFRARED CAFETERIA." Scoob-Y holds Fluff-Y in one hand and a can of black paint in the other.

The Cafeteria

Here the PCs find Fluff-Y and all the surviving would-be dognappers. The cafeteria is a large, rectangular room with entrances on all four sides. It is presently more than half full of Infrared clones eating breakfast. Our intrepid Troubleshooters have arrived just in time for dessert. Dessert consists of Cold Fun Surprise pies, which are being wheeled in from the kitchens by cookbots. There is a cart of pies sitting by each doorway. In each corner of the room is an older model guardbot.

> As you chase the traitors who stole Fluff-Y down the hallway, you spot

them ducking into the Infrared Cafeteria. Over the door is a sign reading: "INFRAREDS ARE VALUABLE COMPUTER PROPERTY, TOO. SO BE HAPPY. THANK YOU FOR YOUR COOPERATION." You enter the cafeteria and find yourselves standing by a cart loaded with Cold Fun pies. The room is full of Infrareds having breakfast. Scanning the crowd, you see two infrareds holding a small furry bundle. They are standing halfway across the room near an exit. Suddenly, the other doors to the cafeteria burst open and clones start pouring in. Several of them grab pies and throw them at each other and at you. What do you do?

The arriving clones are the survivors from all the previous encounters. The surviving pioneers enter through door B, the hitmen through door C and the mystics through door D. All grab pies and join the fight. Fluff-Y wakes up and disappears under the tables.

The guardbots will not interfere with the combat unless someone fires a weapon, as food fights are common among the Infrareds. The pies are a good substitute weapon. Pies are thrown using the *primitive missile weapons* skill and do damage on column 4. In addition, all infrared food is heavily laced with biochemical supplements to keep them docile. After each successful hit with a pie have the victim make a normal Endurance check. If it fails, the clone sits down and goes to sleep. After two hits with a pie on the same target, the clone must make a tough Endurance check to stay awake.

If the PCs look like they are losing, or it appears the guardbots are going to step in, have a squad of Blue Vulture Troopers show up and gas everyone. Otherwise, let the PCs finish the fight and recover Fluff-Y before the IntSec agents arrive.

The Wrap Up

If the PCs made it out of the cafeteria before the IntSecs arrive, they can get to Zaz-U's office before her return and clean up Fluff-Y, as if nothing happened. In this case, Zaz-U thanks them and promises to call them whenever little Fluff-Y needs watching. Of course, the PCs must file mission reports and account for their equipment.

If the PCs were gassed, they awake in a debriefing room with Zaz-U-PTS and several Blue IntSec goons. Allow them to submit debriefing reports and explain themselves. Then march them out to the Vulture Squadron live ammo test range for their next mission.

Use your judgment at debriefing as to how entertaining or clever the PCs were. If they were effective or amusing, or if they came up with good excuses or alibis for their failures, promote any Red and Yellow clones; give any Green or higher clones a 500 credit bonus.

NPC Roster

Name	Mutant Power	Armor	Weapons*	Important Skills
Zaz-U-PTS-6	Charm	none	none	*Programming 9*
Wants her dog—NOW!				
Jim-Y-HFA-4	Suggestion	yellow reflec	none	*Bootlicking 10*
Ambitious clone, wants to be Clonefather and make a few credits				
Daniel-B-OON-5	Empathy	blue reflec	blue laser rifle	*Survival 12*
Brave Sierra Club leader, wants what's best for Fluff-Y; has a grudge against Free Enterprise				
The pioneers	none	green reflec	green laser rifle	none
Green frontiersmen, will follow Daniel-B unquestionably				
The hitmen	none	none	slugthrower	none
Green musclemen, work for Dill-I-NGR-5, out to recover the dog and terminate Jim-Y				
Timoth-Y-LRY-4	Levitation	none	Gas grenades	*Oratory 11*
Wants to commune with the "Best Friend" and achieve higher consciousness				
Mystic commandoes	none	none	Gas grenades	none
Dedicated seekers of enlightenment, yellow clearance				
Scoob-Y-DOO-3	Hypersenses	none	yellow laser pistol	*Skateboard 12*
Typical Death Leopard, wants to dye Fluff-Y black to embarrass Zaz-U				
Death Leopards	none	none	unarmed combat	none
Yellow clones just out for a laugh				
Gatorbots	none	plate	steel jaws	none
Jaws use damage column 9				
Guardbots	none	plate	stun guns	none
Not too bright, won't interfere unless weapons are fired				

* All NPCs have the appropriate weapon skill at level 10; all bots attack at skill level 8.

Happiness is Mandatory

For the Happiness Officer: Early warning signs of sub-standard morale (SSM). Does the clone in question:

1. Argue excessively?
2. Refuse to volunteer for suicide missions?
3. Disregard the team leader's orders?
4. Suffer from insomnia?
5. Not laugh at the happiness officer's jokes?
6. Refuse to participate in group sing-a-longs?
7. Have a pouty puss?
8. Refuse to take Personality Stabilizer Drugs?
9. Show a definite lack of faith in the Computer's judgment?
10. Whine?

❑

Fluffy Trivia

Win This And Collar A Great Prize

by Rick Reid

Here's a howling good contest for Network members who have played in Fluffy Quest AD&D® game tournaments sometime during the past 10 years.

The deadline is a quick one—June 1.

Send your **clearly legible** answers to:

RPGA™ Network
P.O. Box 515
Lake Geneva, WI, 53147
USA

The Prize: A one-year Network membership extension. In addition, if the winner is coming to this year's GEN CON® Game Fair and registers to play in *Fluffy Takes The Cake*, he or she will play the session with Fluffy creator Rick Reid as the DM!

If more than one entrant has all the correct answers, a drawing will determine the winner. The answers will appear in the July POLYHEDRON® Newszine.

1. Throughout the years, Fluffy has been menaced by many types of villains. However, the very first to dognapp the lovable mutt was . . .
   - **A.** The Mad Dogcatcher
   - **B.** The Vet From Heck
   - **C.** The Phantom
   - **D.** The Anti-Claus

2. In *Fluffy Babies*, a baby Fluffy meets an adolescent adventuring group known as The Misfits. Which of the following characters is not a member of The Misfits?
   - **A.** Freckles
   - **B.** Potato Head
   - **C.** Waffle Ears
   - **D.** Snitch

3. *Fluffy Unleashed* concerns the recovery of an amazing artifact with tremendous destructive power. Name the artifact.
   - **A.** The Egg Of The Fleanix
   - **B.** The Dog Bowl Of The Gods
   - **C.** The Bone Of Contention
   - **D.** The Muzzle Of Mergatroid

4. In their quests to right the wrongs done to poor Fluffy, the player characters have wielded many strange and powerful magical items. Some of the strangest are listed below, but one of the items never has been available. Which item is it?
   - **A.** The Wand Of Blunders
   - **B.** The Staff Of Hard Knocks
   - **C.** The Ring Of Stomach Turning
   - **D.** Fingernails Of Scratching & Clawing

5. Making periodic appearances to lend a hand in saving his mother is Fluffy Jr., the wayward son of Fluffy. However, Fluffy Jr.'s occupation is that of—
   - **A.** Well Digger
   - **B.** Writer
   - **C.** Adventurer
   - **D.** Mayor Of Ealow

6. Fluffy, or a reasonable facsimile, has appeared in several incarnations throughout her adventures, but never as . . .
   - **A.** Fluffo The Great
   - **B.** Fluffystein
   - **C.** Fluffzilla
   - **D.** Dead Fluffy

7. The priests in Fluffy Quest worship various deities. However, prayers to one of the deities in the list below probably would fall on deaf ears. Which deity is it?
   - **A.** Nutty The Squirrel God
   - **B.** Lumpy
   - **C.** Ajax The Foaming God
   - **D.** Hoot The Owl God

8. One of the missions in *Fluffy Babies* calls for the recovery of the magical items belonging to the Great Wizard Fudwort. Which item below does not belong to Fudwort?
   - **A.** The Soup Spoon Of Fudwort
   - **B.** The Hat Of Fudwort
   - **C.** The Wand Of Fudwort
   - **D.** The Crystal Ball Of Fudwort

9. Strange tribes and civilizations populate the land of Fluffy Quest. However, you probably would not be likely to run into one of the groups below. Name it.
   - **A.** The Bongo Bongos
   - **B.** The Snow Drow
   - **C.** The Merry Maulers
   - **D.** The Featherbrains

10. Strange creatures and monsters also abound in the land of Fluffy Quest. From the list below, choose the creature or creatures that you might encounter.
    - **A.** Soap Dragon
    - **B.** Vanilla Gorilla
    - **C.** Ghost Of The Potato Patch
    - **D.** All Of The Above

❑

The Everwinking Eye

Beshaba, Tymora, and Xvim

by Ed Greenwood

"All this traveling about makes one tired. Sit down for a bit, and we'll talk about this and that, wasting a few hours idly jawing about nothing. It's called 'having a good time,' I believe."

Elminster,
Year of the Prince

As the days and months and years roll by, various odds and ends get left in the wake. In the interest of having some informal fun this time around—and handing DMs a few useful tidbits—I've cobbled together a column of Realms odds and ends. If you want to see a favorite odd (or even an end) that I don't cover here, let me know. Your obedient servant shall ever oblige . . . with Elminster's help, of course. Accordingly, bear with me while we consider:

Avatars of the Gods

Let's look at the much-weakened avatars of Beshaba, Tymora, and Xvim, gods cast down to Faerun during "The Time of Troubles"—the cataclysmic events covered in the Avatar series of novels and modules. These forms are not nearly as powerful as avatars assumed by most divine beings.

DMs can use these avatars alongside those presented in the modules *FRE1/ Shadowdale, FRE2/Tantras,* and *FRE3/ Waterdeep.* With augmented powers, these avatars may well be used by the deities after The Time of Troubles, responding to a priest's cry for divine aid, or to answer the dying plea of a faithful worshipper who has performed heroic and spectacular feats. As in all divine matters, a little goes a long way; discretion is advised. If a manifestation can serve better than an avatar appearance, use the former.

The DM is welcome to modify the minor powers of avatars to account for spectacular magical effects, physical feats, powers, and so on. Magic may have (temporarily, at least) ceased to be reliable, but most deities are still able to unleash fell magic, as the equivalent of at least a 12th level wizard. Avatars can be slain. However, unless *energy drain, wish* spells, or similar magics are employed to drain the avatars of their divine energy, magical safeguards prepared beforehand enable the deities to survive a "death" that destroys their physical form. Still, the scattering of their energies could prevent them taking another avatar form for several weeks.

DMs should note that *glyphs* or *symbols* do not affect avatars, except to attract their attention. Avatars can hear their names spoken anywhere in Faerun—along with the next nine words uttered by the speaker. The avatars can discern the speaker's voice-likeness, distance, and location. Most avatars tend to ignore the speaker and the ceaseless babble and useless information he or she spews.

A variety of weapons can affect these weakened avatars. As noted previously, destroying an avatar may or (far more likely) may not destroy the being. Some deities will survive apparent death in avatar form, remaining in Toril as entities akin to ghosts. Such ghost-like "anima" forms cannot be turned, and can become *invisible* at will. These forms can work magic, enjoy a ghost's attacks, and have half of the avatar's starting hit points.

Notes On Abbreviations

THAC0: Remember that THAC0 does not include attack-roll adjustments due to Strength, skills, or magic.

SpA: Spell Ability. The class and level at which the avatar casts spells (W = wizard/magic-user; P = priest/cleric).

MR: Magic Resistance: The chance of a spell failing when used against the avatar. During The Time of Troubles, this factor applies *in addition to* Magical Chaos. The deity's normal MR is usually about twice as high as that of its weakened avatar.

SZ: Size. An avatar can cause the possessed body to grow larger (or shrink smaller) by 50% of its normal size.

AL: Alignment: This is exactly the same as the deity's alignment and is listed here as a convenience.

Beshaba (Lesser Power)

Str 16	Dex 18	Con 19
Int 19	Wis 19	Cha 18
MV 15	SZ 5′	MR 48%
AC −4	HD 14	HP 66
#AT 1	THAC0 9	Dmg by weapon +1
AL CE		

SpA W7, P 3

If Beshaba is unaffected by a magical spell, the spell is turned back on the caster for full effects. Beshaba regenerates one hit point per round.

Symbol: Black antlers on a red field (or a black caltrop entwined with a black vine of thorns on a red field).

Beshaba, The Lady Who Laughs, is the goddess of ill luck, treachery, accidents and betrayal. She can send an image to any location in Faerun, seeing through it as though it was a *wizard eye* or *projected image* spell. Traditionally, this image has been of a beautiful female with long, snow-white hair who laughs hysterically.

However, Beshaba's present avatar has long raven hair. She can alter her appearance at will, although she will always be a female human of great beauty. She appears as a tall, slim warrior-woman, and she is deadly. Her normal avatar powers (allowing her to always make her saving throw, and causing random misfortune to all other beings within 90′) have been retained after the Fall, but they now serve to intensify the chaos of the Realms.

In the Avatar module trilogy, all spellcasting within 90′ of Beshaba is subject to a modifier of −20 to −50 (1d4 x10, +10) on the Magical Chaos Table. The Physical Chaos Table is unmodified, but should be checked every round if characters are within 90′ of Beshaba. DMs lacking the modules can apply Wild Magic effects from the *FORGOTTEN REALMS® Adventures* hardback or *wand of wonder* random magical effects to simulate Physical Chaos.

Beshaba can also, by will, visit misfortune on any one creature within 90′ of her—each round—causing a penalty of −5 on attack rolls, −6 on all saving throws, and a penalty of +3 on all Dexterity checks. The penalties last two rounds.

Beshaba is cruel, capricious, and impulsive. She is never content to remain fixed on one plan or still in one place for long. "Dancing with impatience" is a frequent state for Beshaba. She is as dangerous an ally as an opponent, a whirlwind who can bring about great destruction in her berserk rages. When these moods strike her, she annihilates opponents, innocents, and allies. But then, she cares not what happens to others anyway. Let them all perish, and Beshaba alone shall battle the gales and waves until she masters all!

Tymora (Lesser Power)

Str 16 Dex 20 Con 24
Int 20 Wis 19 Cha 17
MV 16 SZ 5' MR 48%
AC −2 HD 9 HP 49
#AT 1 THAC0 9 Dmg by weapon +1
AL CG
SpA W 12, P 9

If Tymora is unaffected by a magical spell, the spell is turned back on the caster for full effects. Tymora regenerates one hit point per round.

Symbol: A featureless disk of silver, or a triangle of silver shooting stars falling in the night sky.

Lady Luck sometimes appears as a silver bird (before the Fall, one of her planetars or solars would take this shape) or as a silver pegasus. However, her present avatar is a slim, almost boyish maiden with silver hair and eyes like blue-black stars. Her features are breathtakingly beautiful, and her movements are always dexterous and graceful. Tymora can change between bird and human form at will, the shift requiring one round.

Like her followers, Tymora delights in the joy of doubt and danger (also known as "the Lady's Joy" or "the Lady's Way"). She always takes the reckless course. "Defy" is the watchword of her followers; "Dare much" is a devout worshipper's answer. The goddess acts just as those words suggest.

"To dare is to live!" say the priests of Tymora, and even in the Time of Troubles, Tymora cannot act cautiously in her headlong hunt for the missing Tablets and a return to Ao's favor. It is her nature to court danger. She always makes every saving throw, and serves or obeys no one. Tymora is jaunty and high-spirited, but not rude or haughty. In battle she sings, whoops, or emits beast-calls with gusto.

XVIM (Demipower)

Str 22 Dex 20 Con 20
Int 17 Wis 16 Cha 17
MV 12 SZ 12' MR 20%
AC −2 HD 15 HP 96
#AT 2 THAC0 6 Dmg by weapon +10
AL LE
SpA W 5, P 4

Xvim regenerates one hit point at the end of every seven rounds.

Symbol: A pair of glowing green eyes on a black field.

Iyachtu Xvim, "the Godson," is the son of Bane. For long years he has traveled the Realms enacting his father's will. The Fall leaves him less disoriented than most of the gods—and hungry to grasp the chance to slay and take the place of his father.

Xvim is thought to be the offspring of Bane and a great tanar'ri of the nether layers of the Abyss. He has brown-black, scaled skin, stands 12 feet tall, and has luminous green eyes (with 90' infravision). His great clawed hands are formidable weapons, but he prefers to use the *Scimitar of Souls* in battle. It is a Lawful Evil, giant *scimitar +3* that drains two life energy levels whenever it strikes a living opponent.

Xvim wears the illusory form of a darkly handsome man of middling years and height. The vain, savage son of Bane exults in slaying and destruction. He can create *darkness, 15' radius* about himself at will, but is prevented from *plane shifting* between Acheron and the Realms by the will of Ao.

Xvim has *true seeing* (as the priest spell), but has no safeguards in the event of his death; if this avatar is slain, Iyachtu Xvim is forever destroyed.

Xvim will try to kill as many gods as he can find—his father is first on his hit list. If Xvim makes it to the temple, he will tackle Bane, but be himself destroyed. This evil avatar enjoys wreaking as much havoc as he possibly can along the way.

The touch of silver burns Xvim for 2-12 points of damage, in addition to any damage normally caused by the weapon.

Realms Glossary

This may become a frequent addition to this column, as the Realms continue to unfold in print. Here, we delve into a few common fragments of speech that will help Dungeon Masters bring beings of the Realms to life in speech:

Art, the Art: magic and the study and mastery of its use by intelligent beings.

Battered dwarf weather: violent electrical storms, hurricane winds, and avalanches *(human expression).*

Before all the gods: I swear to you *(emphatic, imploring; implies strong emotion).*

Clack: gossip, the current "hot topics" of everyday local conversation.

Dance, all!: Let the battle/contest/argument/duel begin.

Filidar: dainty food, a feast or picnic *(as in: "a fine filidar it was, too . . .", after a gluttonous prince of long-ago Turmish, Filidar the Fat, also known as Filidar the Fool and Filidar the Fop).*

Lay down coin: pay for something, in any form of currency.

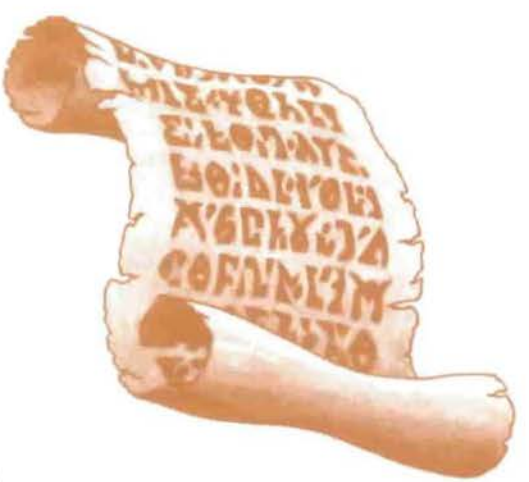
Lay down good coin: pay a lot for something, in any form of currency.

Soul-forging weather: violent electrical storms, hurricane winds, and avalanches *(dwarven expression).*

Strongarms, hireswords: mercenaries.

Swords out: 1. Arm yourselves, danger *(as a warning)* 2. A fight or armed brawl, an angry dispute *(as a noun or descriptive phrase, as in: "It was a good swords out the lads had that night.")*

Well enough: fine with me, I accept, that'll do. ❑



The Living Galaxy

A Little Planet Looks Awfully Big Close Up: Part 1

by Roger E. Moore

In Lloyd Biggle, Jr.'s novel, *Monument,* one spacefaring character remarks that it should take only "a couple of days" to search an unsurveyed planet for lost spacecraft. His partner looks at him in astonishment. "Are you out of your mind?" his partner says. "You've been in space so long you've forgotten how large a world is!"

Some spacefarer-players in science fiction role playing campaigns seem to have forgotten the same thing. Interstellar campaigns are usually characterized by lots of space travel, with the characters visiting dozens of worlds. To PCs who have jumped all over known space, covering hundreds of light years in a few months (or minutes), a piddling few thousand miles of rock *sounds* small, anyway.

GMs contribute to the problem. Planetary descriptions are shortened and shortchanged, causing planets to lose their flavor, because it is taxing to invent or describe whole worlds at the drop of a die—even with the help of the massive interstellar atlases available for GDW's *2300 AD* and *MegaTraveller* games, SJG's *GURPS Space* game, FASA's *Battletech/MechWarrior* system, and R. Talsorian's *Mekton Empire* supplement. Planets become two-bit towns along an interstellar expressway—and that's not good.

One world is more than enough for a good, long adventure, and with a dozen worlds the limits of a game campaign go beyond the imagination. Some game settings are restricted to only one world. Cyberpunk and post-holocaust RPGs, for example, are almost always based on Earth, as (of course) are modern-era espionage and military RPGs. There are Earth-bound science-fantasy RPGs, like TSR's GAMMA WORLD® game, FASA's *Shadowrun* system, and Chaosium's *Call of Cthulhu* game. Two science-fantasy games are wholly based on alien worlds: Stealth Publishing's *Empire of the Petal Throne* rules, and Skyrealms Publishing's *Skyrealms of Jorune* game. In these games, travel to other worlds is either very restricted or nonexistent. Having the spacefarers originate from one world in particular will keep that homeworld in their minds and hearts for the duration of any campaign; no matter where you go, there's no place for excitement, thrills, and surprises like home.

This column and others following will focus on ways of coming down from deep space and setting up adventures on just one world—sometimes for a little while sometimes for good. The change of pace can be welcome and entertaining for everyone, and the lure of a homeworld can strongly influence the style and play of a long-running campaign.

Planets, as shall be shown, are a lot bigger than you might think.

The Big Picture

Science fiction adventures of many styles and themes can be set up on a single world. Some campaigns allow for the PCs to arrive on their starship to take part in a one-world adventure, then leave for a new world once they've accomplished their mission. Other campaigns require that the PCs stay on-planet for a prolonged time (or for good), making only occasional forays to other worlds as part of a long-term goal involving that world. This latter option works best if the planet in question is the declared homeworld of at least one character.

Any long-lasting one-world campaign can (and should) be designed to include short adventures unrelated to the main plot line, thus offering a stimulating change of pace to the goings-on. Without such freshness, a one-world campaign can quickly become boring and stale, and the players will want their heroes to go elsewhere for their minimum daily requirement of thrills.

Extensive one-world campaigns usually fit under one or more of the following themes.

Marooned

The main theme here is raw survival. The characters are castaways, somehow stranded in the wilderness on a largely unpopulated and reasonably hostile planet. They must overcome numerous dangers on their long trek back to rescue or civilization. This is one of the simplest on-planet adventure plots, since all that's required is an unfriendly world and some heroes to strand there; you see this idea used everywhere (I used it in this column in issue #59, for the world Portroal). Once the PCs make it back to a starport, city, or rescue point, they probably will get on a spaceship in relief and leave, possibly never to return. The GM will have his work cut out for him in tempting such characters back for further fun. Perhaps they can be hired as "experienced" guides or will return as merchants or treasure hunters—particularly if they uncovered artifacts, ruins, valuable secrets, or riches on their travels across that world (see "MacGuffin Hunts").

This type of adventure should be used sparingly. It is all too easy to make the characters' ship crash-land on a yukky planet, then torment the survivors with a horde of natural disasters and unfriendly fauna. It is fun once, but if you pull it a second time shortly thereafter, the players are going to revolt. You should use this option once early in the campaign, then almost never again.

Gaming resources: GDW's Double Adventure 4 *Marooned/Marooned Alone,* for the old *Traveller* game, is an excellent example of this type of adventure, but it is out of print. Do your best to find it anyway; it's worth it. *Energy Curve,* a module for GDW's *2300 AD* system, is another case in point.

SF resources: You can find several survival situations in old and new *Star Trek* TV episodes. The *Lost in Space* TV series (in its first season, especially) featured a number of interesting episodes based on surviving the dangers of a hostile, if somewhat fantasized, world. John W. Campbell's tale of stranded lunar explorers, *The Moon is Hell,* is a fine theme piece from literature. Some readers may be familiar with *Robinson Crusoe on Mars,* a movie which (despite its title) was well done and might be of great interest to a GM contemplating this sort of adventure.

Minor note: The novel *Marooned,* by Martin Caidin, is about an Apollo spacecraft stuck in Earth orbit. It won't help you with an on-planet adventure!

Other resources: Any man-vs.-nature-theme books, stories, movies, comics, and whatnot will be rich references for adventure ideas here. There

was a great novel and movie called *The Flight of the Phoenix,* about the survivors of a plane crash in the north African desert and how they worked to rebuild their aircraft to escape; you've got to check this one out! If you ever read *Robinson Crusoe* or *Swiss Family Robinson,* you might go back and reread them; these books open up the fascinating idea of having a Marooned campaign turn into a Colonization campaign (detailed later), although the players must be willing to play up on this turn of events by having their characters stick around on-planet forever (you bet that had better be a darn interesting planet!). The *Space Family Robinson* comic-book series (from Gold Key, I believe) was in this vein, and it was from this that the *Lost in Space* series was developed.

Details on real-life survival in wilderness conditions may be found in many popular books and stories. One that comes to mind is *Alive,* by Piers Paul Read, the tale of a plane crash in the Andes in 1972 and how some of the passengers clung to life for 70 days under horrible conditions. This book contains graphic descriptions of cannibalism, but it is well worth reading. *Reader's Digest* usually features interesting stories on this theme in its "Drama in Real Life" series, so you might flip through a few issues.

Exploration/Contact

In an Exploration campaign, the characters must examine a previously lost or unexplored world as a prelude to either commercial or military exploitation, colonization, or scientific study. A Contact mission requires that the characters secretly study or openly introduce themselves to a previously unknown society on some world as a prelude to military invasion or the opening of trade and diplomatic relations with a galactic society. Once either such mission is done, the PCs might stay on-planet if there is enough work and adventure to make it worth while.

Gaming resources: *Unnight,* a world book for Steve Jackson Games' *GURPS Space* system, features a long-lost human colony that has reverted to medieval barbarism in a stellar system tinkered with by an advanced alien race. Player characters are expected to be explorers who must make contact with the inhabitants, though they also can be local natives who are confronted with the high-tech arrivals. The possibility of playing off two such groups against each other is interesting, eh?

Other games suited to these campaign types include many of the best-known science fiction games: FASA's *Star Trek: The RPG;* GDW's *Traveller, Mega-Traveller,* and *2300 AD* games; Star-Childe's *Justifiers* RPG; ICE's *Space Master* game; Leading Edge Games' *Aliens* system; and Chaosium's *Ringworld* game. The extinct *Universe* system (SPI) and *Space Opera* game (Fantasy Games Unlimited), and the old STAR FRONTIERS® game (TSR) also made extensive use of the exploration and discovery theme, the latter using it particularly in the modules concerning the planet Volturnus. FASA's *BattleTech/MechWarrior* rules provide for scouting missions, but these almost invariably lead to the Invasion campaign, detailed next month.

SF resources: *Gateway,* by Frederik Pohl, is one of the best examples of the Exploration campaign theme, and it is must reading for all GMs. Larry Niven's *Ringworld* is another remarkable novel with both Exploration and Contact themes. Stanislaw Lem's *The Invincible* contains a curious mixture of mystery and horror worth emulating in a one-world Exploration adventure. A whole

series of world-exploration novels, The Expendables, was published in the mid-1970s by Richard Avery (a pseudonym of Edmund Cooper); these have some adult content and aren't to everyone's taste, but you might find some interesting gaming ideas in them anyway.

Contact between technologically advanced humans and primitive or alien societies appears in many stories, such as Stanley G. Weinbaum's "A Martian Odyssey," Ursula K. LeGuin's *The Word For World is Forest* and *The Left Hand of Darkness,* Anne McCaffrey's *Decision at Doona,* and Lloyd Biggle, Jr.'s *Monument.* Stanislaw Lem's *Solaris* presents an attempt to communicate with an extremely bizarre gargantuan life-form that covers an entire planet, but this might prove too frustrating an adventure for most players (it would certainly provide much sense-of-wonder feeling). The movies *Alien* and *Forbidden Planet* contain heavy doses of the kind of bizarre things that can happen while exploring relatively unknown worlds.

Other resources: Exploration campaigns have the history of modern space exploration to draw from. You might look over the photos from the Voyager or Pioneer spacecraft that flew to the outer planets, then come up with an adventure using NASA data, set on a gas giant's moon. Scan nonfiction books and magazine articles on current plans to land on Mars or set up lunar bases, and you'll have the basis for a similar campaign, though you will need to add as many twists to the "mundane" aspect of exploration as you can to make it interesting for game play (the Moon is biologically dead, after all). What if there were caves on Mars, filled with alien artifacts? You get the idea.

Nonfiction and fiction stories of contact between different human cultures provide jump-off points for an infinite variety of gaming scenarios. You can include anything here from the movie *Dances With Wolves* to *National Geographic* magazine articles or TV specials, not to mention anthropological and sociological studies and popular books, such as Duncan Pryde's intriguing *Nunaga: Ten Years of Eskimo Life.*

You should keep in mind that the word "primitive" is a relative one, best applied to technological development and not to social customs and religious beliefs. America today might well be unbearably primitive to star-roving folk, as was adequately demonstrated in the *Star Trek* TV episode, "The City on the Edge of Forever," and the movie *Star Trek IV.* What you are looking to do as a GM is to get across the sense of strangeness of this new culture that the PCs must contact.

A curious twist on the "primitive" cultural exchange would be a campaign in which the PCs make contact with a human or alien culture that is equally advanced technologically (if not more so) when compared to the PCs' own. You can borrow heavily from many modern-day travelogues in which Western people must live among people of an entirely different culture; find out what it's like for an American to live in Japan for a real sense of this! Two books I strongly recommend in this vein are Mark Salzman's *Iron & Silk,* the story of his odyssey through modern China in search of a martial-arts teacher, and Robert J. Collins's *Max Danger: The Adventures of an Ex-Pat in Tokyo,* a highly amusing account of an American businessman and his family in Japan. There is a sequel to the latter: *More Max Danger: The Continuing Adventures of an Ex-Pat in Tokyo.* I could visualize all sorts of role-playing episodes with unfamiliar cultures after reading these books.

Colonization/Exploitation

If you read science fiction, you know what colonization is all about. The day-to-day details of making a planet into a permanent human home are pretty mundane, no matter what sort of planet the characters are on. However, the GM can make the characters part of a troubleshooting team (perhaps with law-enforcement or military backing) that must solve various mysteries or overcome dangers that threaten the fledgling colony. The characters could even have a starship or two with which to purchase supplies elsewhere in the galaxy once in a while, just to get them off-planet. The characters are citizens of the colony and should work to further the aims of their world or people.

More details on setting up "home-world" adventures will be given in a later column, but I can mention here that a Colonization campaign should be characterized by a sense of wonder and fear of the unknown that a setting on a long-established world would lack. Each new discovery could spell disaster for the colony, especially if it is poorly equipped and facing internal dissention—nice campaign hooks for any GM. Only Exploration/Contact campaigns would have more sense of wonder in them.

An Exploitation campaign is simply one in which the characters are working on-planet for a company or nation that is picking up the local natural resources for shipment elsewhere. Company employees are essentially the colonists, though the "colony" is probably a temporary one. The characters can also perform the same troubleshooting roles they do in a Colonization campaign.

An interesting variant on the Colonization campaign is what you could call the "space Western." The young colony becomes a sort of wild, wild West (American West, that is), with pioneers, settlers, prospectors, ranchers, and so forth—and with lots of outlaws, unfriendly wildlife, and internal friction that sets different groups of humans and aliens at odds with each other. The characters can be law-enforcement officials with broad powers allowing them to keep the peace, or they can fill any of a number of typically wild-west occupations.

Gaming resources: Many of the games given for Exploration/Contact adventures would work perfectly well here, except perhaps for any mecha-combat RPGs. Most of the detailed planetary supplements I've seen for science fiction games are for long-settled worlds, though a sense of wonder and nervous anticipation can still be found with the GM's able assistance. Having the characters be colonists from Aurore (*2300 AD* game) or Tarsus (*Traveller* game) would be perfectly acceptable, and many local adventures could be created. Note that in the *2300 AD* game, most worlds have barely been colonized for 100 years. Do you think anyone really knows all the secrets of his home planet?

SF resources: Many novels and stories written on the Colonization theme have been centered on the planet Mars. You should check out Arthur C. Clarke's *The Sands of Mars,* D.G. Compton's *Farewell, Earth's Bliss,* Robert Heinlein's *Red Planet,* Jerry Pournelle's *Birth of Fire,* and Ray Bradbury's *The Martian Chronicles.* For a change, Heinlein's *The Green Hills of Earth* and *The Moon is a Harsh Mistress,* as well as Clarke's *A Fall of Moondust* and *Earthlight,* present views on the colonization of the Moon, all of which are of gaming use. Frank Herbert had an interesting short story, "Seed Stock," that described unexpectedly hostile conditions that might be encountered on an extrasolar

colony world of high promise. Heaven forbid we should forget Harry Harrison's *Deathworld* novels in this context (especially if the GM is mean and cruel). Heinlein's *Time Enough For Love* has some interesting descriptions of life on newly colonized worlds, including a list of what to take to one. See also the notes on the *Lost in Space* TV show in a previous section, "Marooned."

The only Exploitation resource that comes to my mind at the moment would involve a hostile world like the Jovian moon presented in the movie *Outland* (novelized by Alan Dean Foster). Oops—I just thought about Frank Herbert's *Dune,* which describes spice harvesting. Perhaps a reader can offer a few more suggestions.

Other resources: The Moon and Mars figure heavily in many nonfiction studies of the colonization of space. An interesting book on extraterrestrial anthropology, called *Cultures Beyond the Earth,* edited by Magoroh Maruyama and Arthur Harkins, included a detailed description of a lunar colony ("Terra-Lune: A Frontier City-State," by Bill Gerken, Jr.). Veteran writer Ben Bova recently produced a marvelous book on a lunar colony, *Welcome to Moonbase,* that was described in this column in issue #68. *The Greening of Mars,* an "adventurous prospectus" by James Lovelock and Michael Allaby, is essentially a fictional telling of how Mars was made habitable using modern-day technology, and what sort of society sprang up afterward. James E. Oberg's *New Earths,* a book on terraforming (also described in issue #68), has valuable notes in Chapter 11 on the motivations for setting up extraterrestrial colonies, details that might be of help in creating a colony home for the characters in a game campaign.

Finally, if you want a space Western, get a copy of TSR's third-edition BOOT HILL® game and scan it for theme and plot ideas. Also look up nonfiction and fiction works on the American West and the Australian Outback. (The science fiction "Western" movies *Outland* and *Moon Zero Two* might be of interest here, as well as any Hollywood or "spaghetti" Western you can find.)

MacGuffin Hunts

Alfred Hitchcock is credited with the invention of the "MacGuffin," which is a plot device (seen in many of his movies) that keeps the action going. In role playing campaigns, a MacGuffin Hunt is simply an adventure in which the characters are treasure hunters in search of a person, object, or reward; the player characters might also be researchers investigating a local anomaly, couriers trying to deliver a message, merchants seeking to turn a profit or buy rare items, smugglers with contraband, or spies wanting information. Throughout the adventure, the heroes must hunt for their MacGuffin, whatever it may be. After this goal is met, the PCs will probably leave the world unless another MacGuffin or adventure hook appears. This is a commonly used campaign type, with numerous examples of it appearing in many games. It crosses over and blends with other campaign types, and it makes the best sort of sidetrack adventure in a longer campaign. (See this column in issue #51 for an example of a MacGuffin Hunt.)

Gaming resources: GDW's *Nyotekundu* and *Beanstalk* modules for the *2300 AD* system are of interest here, as are many of the early *Traveller* module booklets, such as: Adventure 2 *Research Station Gamma;* Adventure 3 *Twilight's Peak;* "Shadows," from Double Adventure 1 *Shadows/Annic Nova;* and Double Adventure 2 *Mission on Mithril/Across the Brightface. Twilight's Peak* is of particular use, since it provides the framework for a lengthy spacegoing campaign with its climactic adventure set on a planet's surface. The boxed set *Tarsus,* for the *Traveller* game, has an interesting MacGuffin Hunt.

There are many other MacGuffin Hunt adventures scattered through modules, gaming magazines, and supplements for any number of games; West End Games' Galaxy Guide 2, *Yavin and Bespin,* and Galaxy Guide 6, *Tramp Freighters,* created for *Star Wars: The RPG,* are thick with them. If you are lucky enough to get a copy of GDW's Supplement 6 for the old *Traveller* game (*76 Patrons),* you'll have a magnificent collection of planet-based adventure starters that you can use with almost any science fiction game.

SF resources: If you can't find a MacGuffin Hunt scenario on a rack of science fiction books in your local Waldenbooks or B. Dalton's, your eyes are in sad shape. Someone, somewhere, is trying to save Earth or the whole galaxy using some lost device or item. In particular, you might look at the Known Space series by Larry Niven (particularly short stories like "The Soft Weapon") and the Uplift saga (*Startide Rising* and *The Uplift War)* by David Brin, the latter of which has been described to me, by someone who should know, as "the ultimate *Traveller* novels."

For an unusual campaign background that doesn't fit any other category, the following is worth a look. Alexei Panshin's *Rite of Passage* involves a spacegoing society that deliberately drops its teenagers onto "wilderness" planets to see if they can survive for a specified time; survivors legally become adults. This would be a curious sort of campaign starter; maybe the characters have to pass a test of faith or worthiness before they can join a certain society, and they must spend a fixed amount of time in a wilderness and return with a trophy or proof of their travels.

If you have access to a VCR and TV, you should immediately rent *Total Recall.* This movie almost defines the concept of a MacGuffin Hunt, and it proves an astonishing amount of ideas for role playing adventures and devilish plot twists that would make sadistic GMs weep with joy. It's also a great movie, and you won't regret it.

Other resources: Well, you have adventure thrillers, spy novels, real-world treasure hunts, Alfred Hitchcock and Indiana Jones movies, and I don't know what else. Here, perhaps more than in any other category, the range of sources for gaming ideas boggles the mind. You could read about attempts to find and salvage the *Titanic* or Spanish galleons loaded with gold, see a movie about Cold War espionage, or flip through any fantasy-game module in which the heroes must battle it out with the forces of darkness, and you'd be sure to get the plot seeds of at least one nice planet-based MacGuffin Hunt. A good Clive Cussler or Ian Fleming novel would certainly do it.

Next month, this column will cover more kinds of one-world campaigns, more ways to develop a planet and a planet-based campaign, and more ways to keep heroes neck deep in danger, adventure, and wonder. My thanks go out to Skip Williams, who suggested a column on planet-bound adventuring, and to Julia Martin, who suggested one on long-running science fiction campaigns. ❑

Into the Dark

Special Delivery

by James Lowder

From time to time, some of you are kind enough to drop me a note and let me know what you think of the column. I pay attention to all the letters I receive, and I'll always try to watch and review a movie recommended by a reader. Remember, though, I can't promise to like a requested film.

I also get letters critical of the column, and I'm interested in those, too. If you disagree with a review, feel free to let me know why. You may see something in a film I failed to catch. What I don't need—and disregard completely—are whiny tirades about "Into the Dark." If you're not going to be constructive, save yourself a stamp.

This time we cover movies suggested by James Buchanan, Dan Brown, Jeff Segal, and Dale Donovan of DRAGON® Magazine fame.

You can't get any better	*****
Entertaining and enjoyable	****
There are worse films	***
Wait for cable	**
A waste of good tape	*

Legend

1985, 89 Minutes
MCA
Director: Ridley Scott
Cast: Tom Cruise, Mia Sara, Tim Curry
***

After delving quite successfully into the science-fiction film arena with *Alien* in 1979 and *Blade Runner* in 1982, director Ridley Scott tried his hand at fantasy—with markedly mixed results.

The Lord of Darkness wants nothing more desperately than the eradication of all light from the world. So long as unicorns exist, however, good and light have powerful guardians that he cannot best. In fact, unicorns will only traffic with beings of absolute innocence—in this case Jack (Tom Cruise) and his true love, Lily (Mia Sara).

But the Dark Lord is no fool; he uses Lily as an unwitting ally in an attack on the last unicorn pair, then steals one of the unicorns' horns. In the process, he lures the guilt-ridden young girl to his domain.

Of course, it's up to Jack and the few friends he can muster in the forest to recover the unicorn's horn and pry Lily from the clutches of the Lord of Darkness. You see, the moment the unicorn was wounded, winter fell hard upon the land. The Dark Lord's dream of a world without light and growth will soon come true—unless someone foils his nefarious plans.

Like all of Ridley Scott's films, *Legend* is filled with beautiful images and superior camerawork. Scott tries hard to show the forest as a paradise and the heroes as haloed champions from myth. He tries so hard, in fact, that the story bogs down almost the instant it begins. After the pretentious opening titles, which inform us exactly what the lesson of the film will be, we are subjected to belabored, lingering shots of thistledown blowing through sunlight. You can spot the heroes instantly—they're the ones covered in glitter (Mia Sara even cries glitter).

But all is not lost. *Legend* boasts an incredible villain, who manages to liven up the film—and keep the audience from slipping into a coma. Tim Curry creates memorable characters in all his projects, even in films that are otherwise atrocious. Here, though burdened by tons of make-up and a monstrous set of horns, he forges a Lord of Darkness who is at once threatening and darkly charming. When he attempts to seduce Lily, you believe it is possible. Actually, I wonder why she would ever give up such a charismatic suitor for the hero, especially since Tom Cruise spends much of the movie in a stupor. Maybe he had an allergic reaction to all that glitter.

The British release of *Legend* is 20 minutes longer than its U.S. counterpart. The U.K. version also sports a different soundtrack, by Jerry Goldsmith rather than Tangerine Dream. Regardless of which version you've seen, *Legend* remains only a mildly interesting retelling of the Fall of Mankind with a bit of the Greek Persephone myth thrown in for good measure. Like many versions of the Fall, the only character with any spark is the bad guy. Milton couldn't solve the problem in *Paradise Lost*, so it shouldn't be surprising Scott can't master it here.

The Legend of the Seven Golden Vampires

1973, 89 Minutes
Hammer/Shaw Brothers
Director: Roy Ward Baker
Cast: Peter Cushing, David Chaing, Julie Ege
***1/2

As I mentioned in my review of Hammer Studio's *Captain Kronos: Vampire Hunter,* the changes in horror movies in the early 70s proved disastrous for the Gothic-oriented Hammer studio. To combat this, they tried merging their traditional fare with more untraditional genres. *The Legend of the Seven Golden Vampires* is the result of one such experiment—a martial arts/vampire movie.

A Chinese monk, high priest to the temple of the Seven Golden Vampires, journeys to Transylvania to seek the aid of Count Dracula. For his troubles, the monk finds himself possessed by the vampire lord, who then returns to China to wreck havoc on unsuspecting villagers by championing the Golden Vampires. Enter Dr. Van Helsing (Peter Cushing), who happens to be in China with his son, lecturing on the undead to an unreceptive college audience. Unreceptive, that is, except for a family of martial arts experts whose father killed, and was killed by, one of the Seven Golden Vampires. Each of the six men and one woman have a kung-fu specialty—axe, bow, spear, and so on. They enlist Van Helsing's aid and head off to save their village from the undead.

Despite a tediously slow build, *Legend of the Seven Golden Vampires* has some very effective fight scenes, complete with exaggerated kung-fu sound effects. It is in these scenes, as the heroes battle the Tong, and later, the vampires, that the audience can glimpse the sort of high action, supernatural thriller Hammer hoped for. Even Peter Cushing gets into the act, practicing a little torch-fu on the vampires' zombielike minions.

Hammer's traditional, complicated shot sequencing conflicts with the Shaw Brothers' single-vantage, single-take style throughout the movie. As a result, the film is terribly uneven, with few story transitions and pitiful editing. Without the time or the pacing necessary to build a good Gothic tone, the horror plot lags; too much hiking around the countryside between battles causes the martial arts plot to suffer.

Legend of the Seven Golden Vampires, known in its U.S. release as *The Seven Brothers Meet Dracula*, is worth a look as an interesting experiment and a marginally passable kung-fu flick. Hammer had considered a sequel set in India, *Kali: The Devil Bride of Dracula*. It's probably a good thing it never got out of the planning stages.

Gor

1987, 95 minutes
Cannon
Director: Fritz Kiersch
Cast: Urbano Barberini, Rebecca Ferratti, Oliver Reed
*

Based loosely on the *Tarnsman of Gor*, the first in the long-running fantasy novel series published under the pseudonym John Norman, *Gor* manages to hit most of the publicly despised fantasy cliches without once redeeming itself.

A geeky professor named Cabot crashes his car and lands on the wasteland world of Gor, thanks to a magical ring. Once there, he is trained in arms and combat by the locals, who see him as a prophesized savior. Cabot gathers a band of unlikely heroes around him, then goes off to recover the Home Stone of the village where he landed (it was stolen by the villainous priest-king Sarm). On the down side, Sarm is peeved at Cabot for killing his son. On the up side, the beautiful warrior-woman Talena (Rebecca Ferratti) is in love with Cabot.

Along the way we learn that the women on Gor, at least in this film, are good for only two things—arena combat in which they pull hair a lot, and doing boring, aerobicslike line dances in chain mail bikinis. We also discover that, though the "hero" encounters all sorts of injustice during his quest, he is too morally myopic to notice other people's suffering. The story is rife with logic problems, too. The most ridiculous is easy to spot: Cabot is teaching about Gor in the opening moments of the film, then forgets about the world when he lands there.

Oliver Reed should be ashamed of himself for this film, though he seems to enjoy himself as Sarm, chuckling through his lines and rolling his eyes frequently. Jack Palance is given high billing in the credits and on the video box, but he appears only at the close of the film. This is a blatant set-up for the sequel, *Outlaw of Gor*, which I strongly suspect was filmed at the same time. Cheaper rental rates for those chain mail bikinis, I suppose.

Outlaw of Gor

1989, 89 minutes
Cannon
Cast: Urbano Barberini, Rebecca Ferratti, Jack Palance
1/2

Urbano Barberini is back, reviving his role as Cabot, hero of Gor. Cannon Films couldn't cram all the fantasy cliches into one film, so they decided to follow up their pathetic version of John Norman's novel with another adaptation. Oh, goody.

Cabot crashes his car again and is sucked back into Gor—or did the local sage draw him there with the Home Stone? Does it matter? Nah. All we need to know is the evil priest Xenos (Jack Palance) is in league with Queen Lara (Donna Denton) to take control of the coveted Home Stone, then all of Gor.

It's the usual drivel as Cabot, accused of murder, fights for his honor and the safety of Gor. Luckily, the evil queen falls in love with him, so she acts like a dolt throughout and turns traitor to her evil allies. Jack Palance gives his usual breathy performance as Xenos; he sometimes has fun with clunker roles (as in the laughable *Hawk the Slayer*). But even he seems utterly bored by this waste of celluloid.

A Chinese Ghost Story

1987, 95 Minutes
Cinema City/Vestron International
Director: Ching Siu Tung
Cast: Leslie Cheung, Wang Tse Hsien, Wo Ma
****1/2**

Anime fans often watch films that have not been subtitled or dubbed, even though some don't understand Japanese. I'd never understood how they could enjoy the films—until I stumbled across a showing of the Japanese-only version of *Akira* at a convention in Tacoma. After a half-hour, I figured it out. Some films are accessible, even if you don't get the nuances of the dialogue.

Such is the case with *A Chinese Ghost Story*, only one of the intriguing subgenre of supernatural/action-adventure films coming out of Hong Kong these days. In this charming, exciting film, a young man falls in love with a girl—only to discover she's a ghost. Worse still, she and four other comely spirits are being forced to serve an evil creature who drains the life out of its victims. The ghosts lure men to secluded spots, ring the bells on their ankles, and whammo; instant desiccated corpses.

The real action revolves around the attempts made by the young man and a magic-wielding swordsman to free the ghosts. Fireballs fly, men literally run up trees, and vegetation comes alive to attack the unwary. A combination of sound effects, quick cuts, and outstanding moving point-of-view camerawork make *A Chinese Ghost Story* a thrill. The creeping undead are some of the best I've seen, and the way the lead girl's ghostliness is conveyed largely through the movement of her robes is mesmerizing.

Yes, I wish I could understand the dialogue. Like me, you'll probably be bothered by missing the finer plot points. It's worth a little annoyance, however, to see the wonderful action sequences in *A Chinese Ghost Story*. Besides, the dynamics of the love story are clear, regardless of dialogue. With luck, an English-language version will hit video stores soon.

For the not-so-easily-offended out there, don't miss *Ren and Stimpy*, a really twisted cartoon show regularly on both the MTV and Nickelodeon cable stations. Despite rumors to the contrary, the character of Ren on the show is *not* modeled after Jim Ward's infamous ranger of the same name.

Next time, we're off to the realm of super hero flicks, including a couple of unusual movies suggested by Douglas Lent and R. Derek Pattison. Keep the letters coming. ❑

Role Reversal

A Challenging Word Puzzle

by Michael Selinker

Across

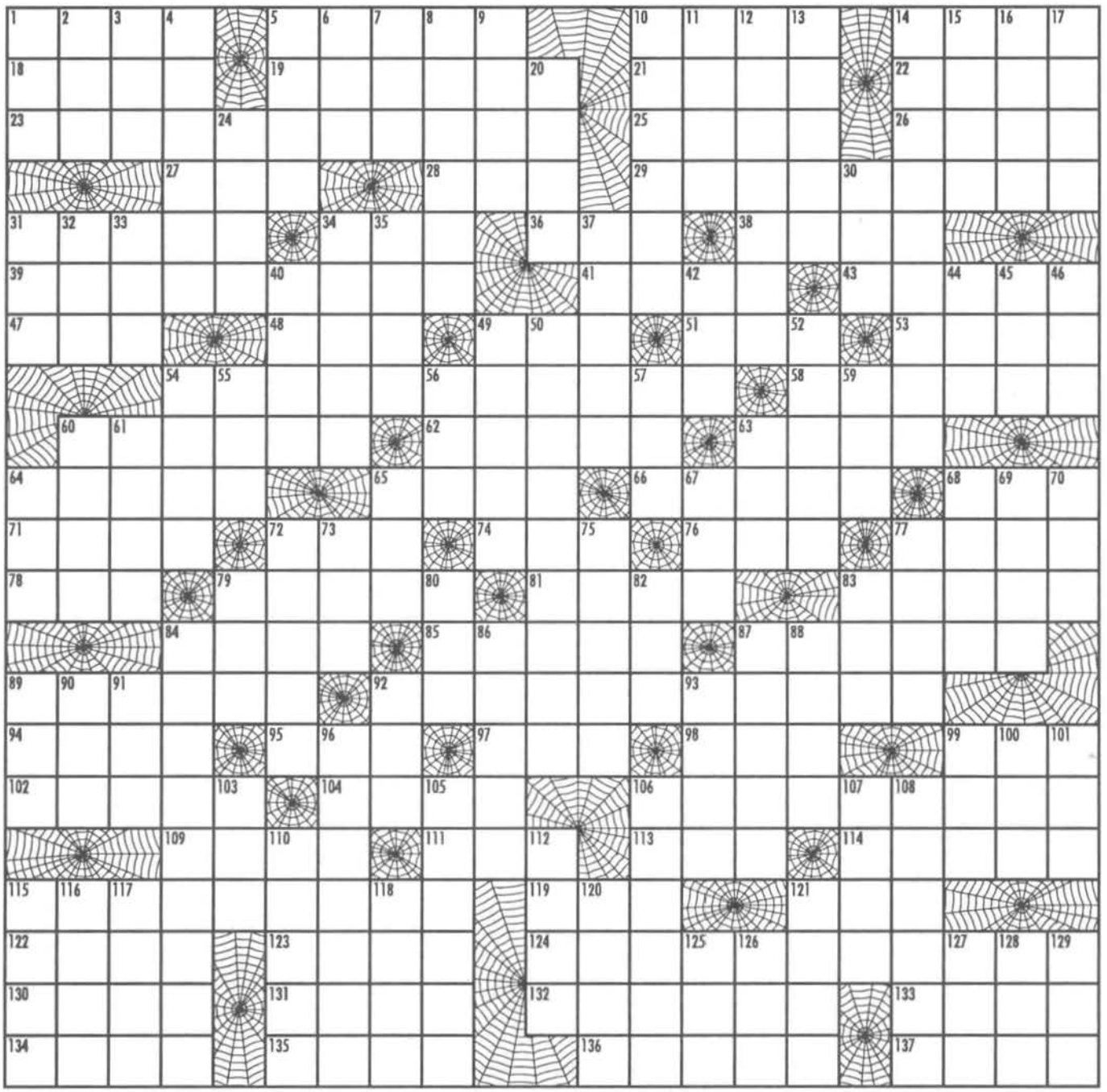
1) Minute Meteor
5) Bob Marley, e.g.
10) SQUAD LEADER combat results
14) GANGBUSTERS™ game good guy
18) Former TSR artist Otus
19) Lubash's mate
22) Wander
23) Tell on cigar-shaped creature
25) The Network's globe is one
26) Expert
27) Lake Geneva's State
28) Fall to
29) Adamantium-alloy weapon
31) Cosmetician Lauder
34) Employ a rope
36) See 64-Down
38) "The Doctor _____" (Lucy's sign)
39) Disdain large birds
41) Infuriated
43) Ethereal "shadow"
47) Actress Dawber
48) From _____ Z
49) Consumed
51) Boom maker
53) One of Chaplin's wives
54) Snake creatures belonging to Carl
58) Giant insect
60) Causing misery
62) Warhorse or nightmare
63) ABC sequels
64) Precept of an alignment
65) It can be Irish
66) Moradin's worshipper
68) For
71) Treants, in Tolkein
72) Entrance to Saltmarsh
74) Sot's Syndrome
76) Floating
77) Sylvan area
78) TRAVELLER vehicle
79) To the third power
81) Cheap water transport
83) Second level spell
84) See 104-Across
85) Deplete
87) Like psionics
89) Caryatid column
92) Cry on 96-Down, possibly
94) "I cannot tell _____"
97) Airport schedule abbr.
98) Stonefish (GW)
99) A ghost's touch does
102) Common spell
104) Wall of _____
106) Minion of good gave the high-sign
109) Use a *fireball* spell on
111) Kanga's kid
113) Level of calcium, e.g.
114) Magic _____
115) Animate lemure
119) Not clerical
121) Baptist or gram prefix
122) "God's Little _____"
123) Illusionist's emotion
124) Troubadoresque in dullness
130) Parmigiana meat
131) An accomplice to
132) Twenty-_____
133) One, in PANZERBLITZ
134) "... _____ by magic ..."
135) Grimlock's primary sensory organs
136) Possession
137) Ooze color

Down

1) Prefix for man or chant
2) Before
3) Remove a head, with 59-Down
4) Snapdragon, e.g.
5) Acts the zombie
6) Farming: abbr.
7) Hit sign
8) BOOT HILL® game dwellings
9) Puzzled
10) More like barbarians
11) "Like _____ not" (Genesis)
12) Colony creatures
13) Reacts to a 3rd level spell
14) Full-size dire wolf
15) Prefix on 96-Down
16) Confirm, legally
17) "Square"
20) Spanish Mlle
24) Never in France
30) Use the thrown of the gods
31) Potion or devotion
32) Modern medieval group
33) Module designer Moldvay
34) Demolish a car
35) Statuette
37) Vassal's superior
40) Brand of spaghetti sauce
42) Superman's chest insignia
44) Short time, to a god
45) Chem. suffix
46) _____ "King" Cole
49) Fed the kitty
50) Present for an odorous creature
52) Not where I am
54) Uses ultravision
55) STAR FRONTIERS® game weaponry location
56) Compass point
57) Make AC 7 into AC 6, with 70-Down
59) See 3-Down
60) Left
61) Over the airwaves
63) "The _____ of the Dwarf" (Roger Moore story)
64) British beverage
65) Coloration
67) Affected by *cloudburst*
68) Map
69) One turn in six, necessarily
70) See 57-Down
72) Mule
73) New York Mayor before Ed
75) Hothouse
77) Technology hater
79) Top Secret organizer
80) See 15-Down
82) Overseas address
83) DDE's front in WWII
84) Swindle faerie
86) Kind of pool
87) Evil soul in Hades
88) "_____ boy!" (cry to a race horse)
89) Jonathan Kent and Charles Ingalls
90) "Stop or _____ shoot!"
91) Detect _____
92) Neither
93) Indigence
96) Outer plane
99) _____ Maria (Fantasia segment)
100) Clear die
101) Greenwood, et al
103) Dr.'s degree
105) Two-headed humanoids
106) Tree dwellers
107) "Step right up and _____ prize!"
108) Marid rank
110) Giant eagle's abode
112) GM car
115) _____ children
117) True to Bardot
118) Famed apprentice
120) Operatic solo
121) Kind of secretary
125) Egyptian luck god
126) "You _____ mine!" (Stephen R. Donaldson)
127) _____ ray (mantari)
128) Gene material
129) Djinni title

Answers will appear next issue

❑



Classifieds

Canada (Ontario): AD&D® game player, 23 years old, seeks intelligent campaign at any stage in the Greater Toronto area. I have designed my own weapons, spells, etc. I need a challenge and will add a new dimension to your role playing—I like to test characters' credibility as viable pulp entities. W. J. Lee, 22 Hillhurst Dr., Richmond Hill, Ontario L4B 3B7, Canada.

California: I am new to the Santa Monica area and would like to join a game club or group. I play either version of the AD&D game, MARVEL SUPER HEROES, and board games, including Titan. I am 31 years old and have been playing gentleman adventurers for 13 years. Please call me during the day at (213)736-7107.

Florida: I am an amateur gamer looking for other gamers ages 10-15 to join a group using either version of the AD&D game. I am 13 years old and I am also looking for a pen pal. I am interested in the DRAGONLANCE® saga and the FORGOTTEN REALMS® setting. I am located in the Tampa Bay area. Please write: Eliot Schrefer, 211 Oakcrest Dr., Safety Harbor, FL 34695.

Florida: My brother and I are beginning a new campaign, and we are looking for players in the Greater Jacksonville/Duval County area. We primarily play the original AD&D game, but are willing to learn others. Please write: Richard Hatten, 10960 Beach Blvd. Lot #158, Jacksonville, FL 32216, or call (904)642-0672.

Hawaii: I'm the Network's Regional Director for Hawaii. If you live in the state and haven't received a letter from me, please write: Jim D. Haynes, 720 Morton Dr. #117, Honolulu, HI 96819.

Indiana: I'm a serious 13-year-old player/DM in the Dearborn/Bright County area who is looking for fellow gamers. I play both versions of the AD&D game and the D&D® game. I'm willing to learn other role playing games. I also am looking for unwanted miniatures and a copy of the original *Fiend Folio* tome in good condition—I'll pay top dollar if it's truly in good condition. Please contact: Matt Sabo, 2725 Oak Haven Court, West Harrison, IN 47060-9217.

Indiana: Gamers in the Greater Lafayette area interested in forming an official Network club please contact Michael B. Parks, P.O. Box 352, Lafayette, IN 47902.

Indiana: Veteran GM/player looking for fellow AD&D game fans. I am experienced with the GREYHAWK® setting, FORGOTTEN REALMS setting, RAVENLOFT™ supplement, and the DARK SUN™ world. I'm also interested in learning new games. Please contact: Jason Sawyer, 340 E. Whispering Pine Lot #118, Warsaw, IN 46580; (219)453-4709.

Iowa/Minnesota: Attention gamers in southern Minnesota and northern Iowa: The Runners of the Knights Network club is expanding its membership. Network members and non-members are welcome. Join us and learn the thrill of adventure. If you are interested, or if you know someone who is interested, write: Runners of the Knights Gaming Club, 312½ Main #2, Clear Lake, IA 50428.

Massachusetts: A friend and I are looking for players and DMs for the AD&D game. We live in the South Shore area, and we are both in our 20s. Please write: John Mahoney, 490 Union St. #38, Rockland, MA 02370.

Missouri: An experienced 25-year-old player/DM seeks AD&D 2nd edition game players in the Independence and Kansas City areas. I am willing to learn other games, and currently I am intrigued by the Rifts game from Palladium. Please contact: Michael Quon 3604 Jackson Drive, Apt. 8, Independence, MO 64057, or leave a message at (816)795-7925.

Montana: I'm looking for players or DMs for either version of the AD&D game and the MARVEL SUPER HEROES game. I'm willing to start or join a club. Also, I'm looking for pen pals. Please write: Tony Feller, 2034 Monad Rd., Billings, MT 59102-6315.

North Dakota: Thirty-year-old player/DM who is new to the Fargo area is looking to join an existing gaming group or start a new one. I play mostly the AD&D game but will try others. Contact: Jim Bright, 1325 south 21st St., Fargo, ND 58103; (701)298-0584.

Pennsylvania: Network member looking for roommates and fellow travelers to share expenses at this year's GEN CON®/ORIGINS™ Game Fair. This is a cheapskate's trip: I'm staying at UWM Sandburg hall and I'll probably drive unless airline tickets are VERY cheap. If you live in my part of the state (Blair county), we could share traveling expenses. I'm already preregistered for the convention as an early bird. If I get more responses from this ad than I can handle, I'll forward the extra mail. Please write: Gregory W. Detwiler, RD 2 Box 70, Williamsburg, PA 16693.

Texas: Any gamers out there in lonely Angleton? Small, unofficial game club is looking for more members. All ages welcome. We play the AD&D game, D&D game, Battletech, both versions of Mechwarrior, and Star Wars. We also are interested in other games. Please contact: Matthew Poland, 704 Plantation, Angleton, TX 77515 or call (409)849-4618.

Washington: I am a 47-year-old male gamer looking for GMs and players in the north Seattle/Lake Forest Park area. I play and GM the AD&D game, D&D game, any Palladium game, Car Wars, MARVEL SUPER HEROES game, D&D HOLLOW WORLD® game, AD&D SPELLJAMMER™ game, Aftermath, AD&D Oriental Adventures game, and the AD&D RAVENLOFT game. I'm also interested in learning new games. Please contact: Berg Oswell, 2224 NE 168th, Seattle, WA 98155.

Wisconsin: Dungeon Master in the Green Lake area looking for AD&D 2nd edition game players. I have been playing and DMing for four years, and I have a unique world. I'm also looking for pen pals. I can be reached at (414)295-3935 before 3:00 p.m. Central Time on weekdays and any time on weekends, or write: Kenneth A. Weber, RR1 Box 124, Princeton, WI 54968.

Wisconsin: I am a 24-year-old male with more than nine years of AD&D game experience—five of them as a DM. I am interested in starting or joining a group of serious gamers in the Fox Valley area. I'll play either version of the AD&D game. Contact: Joseph C.

Pable, 939 Elm St., Lomira, WI 53048, or call (414)269-4177 between 6 p.m. and 9 p.m. Central Time weekdays or between 10 a.m. and 10 p.m. weekends.

General: Lots of books for the AD&D® game and D&D® game for sale; DRAGON® Magazines and various comics also for sale. Write: Robert A. Tomaszewski Jr., PCS Box 3283, Edwards AFB, CA 93524-5361.

General: I'd like to buy: Blood Bowl 2nd edition, Blood Bowl Companion, Blood Bowl Star Players Book, Blood Bowl miniatures, Warhammer 40K miniatures, and issues of White Dwarf with articles pertaining to Blood Bowl or Warhammer 40K. Please send list and prices to: David Barari, 417 Elm St., Vermillion, SD 57069.

General: Looking for non-sports trading cards. I'd very much like DARK SUN™ cards, Star Wars, MARVEL SUPER HERO cards, Holograms, and any other interesting cards. I will buy or trade. I have almost every gaming product from the first several years of the original AD&D® game system. Make me an offer. Send inquires to: Chandler R. Chapman, 700 Jackson Dr., Port Clinton, OH 43452.

General: Hi! I'm a 23-year-old male in a military prison. I'm interested in any old solo adventures that you don't use anymore. If you have some and don't mind giving them away please let me know. Thank you. (Yes, we role play in prison.) Mark A. Rodriguez, Box 75057, Drawer A, Ft. Leavenworth, KS 66027-7140.

General: I'd like to buy H1 Bloodstone Pass and DUNGEON® Adventures issues #1 to #5. Looking for players in central New York for both versions of the AD&D game, Torg, the GAMMA WORLD® game, and MARVEL SUPER HEROES game. I have several items for sale: STAR FRONTIERS® Alpha Dawn and Knight Hawks games (with the screen from Zebulon's Guide), several modules, and the Amiga version of the Dragons of Flame game (solved). Phone me before 2 p.m. Eastern Time on weekdays or any time on weekends at (315)593-6438 or write: Nathan Clark, RR #2 Box 194, Phoenix, NY 13135.

General: I'm trying to find old DRAGON® Magazines, issues #1-#97. I'm willing to pay $7-10 for each. Please contact: Jean-Philippe Suter, 8 Spring Hill Court, Randolph, NJ 07869, or call (201)361-8986.

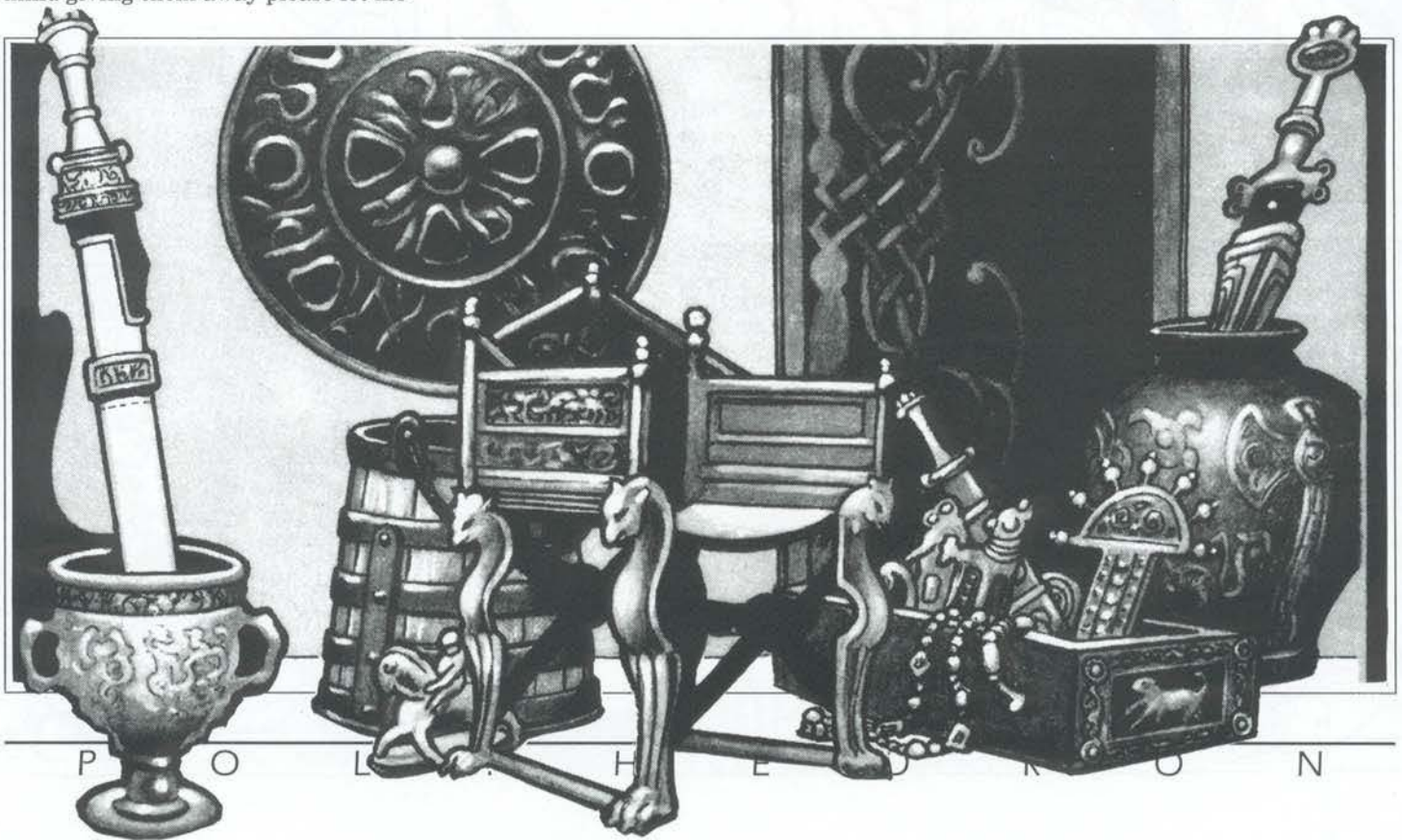
General: Twenty-five-year-old gamer seeking correspondence. I play the AD&D game in the FORGOTTEN REALMS® setting, and I'm a DM. I could use some good advice and ideas. I will answer all letters. Write: Trina Hunsaker, 904 21st St. Lot 92, Lincoln, IL 62656.

General: I'm tired of playing the IBM versions of the Eye of the Beholder I & II games, and I wish to sell them. The first game includes a clue book, free. I'm also interested in selling my Grenadier Fantasy Warriors figure set; 34 of the 104 miniatures are painted. Write: Chris Perry, 23309 Richfield Rd., Corning, CA 96021.

General: I'm looking for the AD&D game modules I6 Ravenloft and I10 Ravenloft II—House of Gryphon Hill. Also AD&D Adventure Gamebook #6 Master of Ravenloft. I'd like all these items in good condition. Send price list to: Ed Pflager, 4313 Walker Ave., Toledo, OH 43612.

General: I am a passionate role player and I am searching for pen pals to discuss role playing, role playing, and role playing. I'll answer all letters: No limits on age, gender, or nationality, but please write only in English or German. Burucu Osman, Praterstr. 561319, 1020 Vienna, Austria.

General: Wanted: Correspondence with GURPS enthusiasts who also are certified divers. I'm doing some special research, but no experimentation is involved. I'd also like to hear from GURPS players who know certified divers. Please contact: D. Gene Frye, Route 2 Box 43, Montgomery City, MO 63361; (314)564-2575 (6 p.m. Central is the best time to call).



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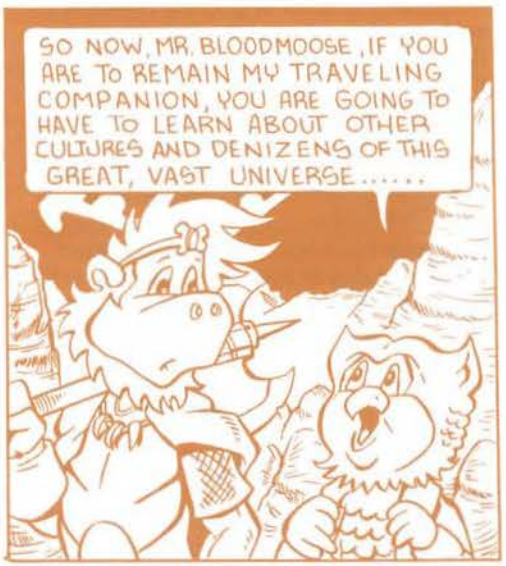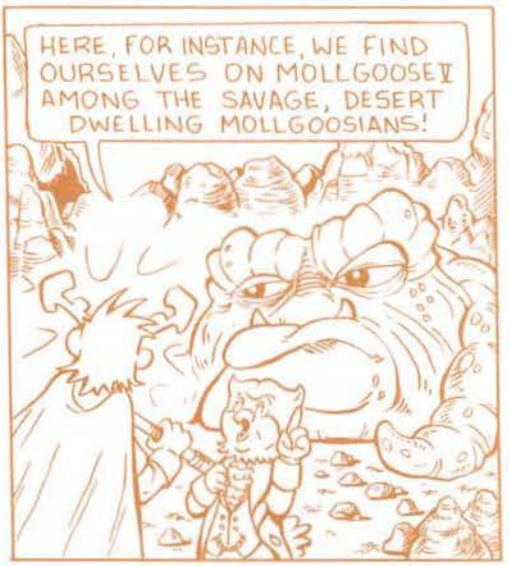
SO NOW, MR. BLOODMOOSE, IF YOU ARE TO REMAIN MY TRAVELING COMPANION, YOU ARE GOING TO HAVE TO LEARN ABOUT OTHER CULTURES AND DENIZENS OF THIS GREAT, VAST UNIVERSE.....